46
迫稔雄

Climax

46

迫稔雄

asako toshio presents



CHAPTER 495
STOLEN INITIATIVE

DONG

BEEP

BEEP

BEEP

THIS KAKEROU MATCH, "DROP THE HANDKER-CHIEF"...

10 SECONDS HAVE PASSED.

WHAT'S THE SITUATION NOW? HAS THE HANDKERCHIEF BEEN DROPPED YET?

TICK

TICK

TICK

IT'S GOING TO BE 8:12:10 AM.

WHAT'S GOING ON NOW...?

"C" HAS TO FIND THE HANDKERCHIEF DROPPED BY "D". AND THE TIME LIMIT IS 1 MINUTE.

SO I CAN THINK FROM THE SAME ANGLE AS "C", MADARAME BAKU.

LUCKILY, THE INFORMATION I CAN GET FROM HERE IS LIMITED.

THIS

"C"

START

"D"

1 MINUTE

1 MINUTE GUESSING GAME.

IN OTHER WORDS,

THE PENALTY OF BEING INJECTED WITH THE NEAR-DEATH DRUG.

THE SITUATION THEY WANT TO AVOID MOST IS FAILING TO "CHECK".

EVEN IF THEY'RE MONSTERS, THEIR CONSIDERATION WILL STILL BE "SIMPLE".

OR WILL HE

WILL HE "CHECK" UPON THE 1 MINUTE MARK,

IN ORDER TO AVOID IT,

BET ON THE MOMENT RIGHT AS KIRUMA SOUICHI "DROPS"?

嘘吸い⑮。

"CHECKING" AT THE LAST MOMENT



EVEN IF HE CAN AVOID THE NEAR-DEATH BY "CHECKING" AT EXACTLY 1 MINUTE, THERE ARE OTHER RISKS.

"C"

1 MIN-UTE

SQUANDERED TIME

START

IF THE OPPONENT "DROPS" EARLY, THEN A LOT OF NEAR-DEATH DRUG WILL BE ACCUMULATED.

"DROPPING" IN THE EARLY PHASE



"D"

AND IF KIRUMA SOUICHI IS WAITING FOR HIM TO FAIL,



IF HE TRIES TO GUESS,

"C"

1 MIN-UTE

"CHECK", FAILED

START



HE'LL TAKE THE PENALTY IMMEDIATELY!! IT'S A RISKY GAMBLE.

"D"

MAYBE THE BUTTON HAS BEEN PRESSED, AND THE NEAR-DEATH DRUG HAS STARTED TO ACCUMU-LATE.

WHILE HE SITS LEISURELY ...? MAYBE THE HANDKER-CHIEF HAS BEEN DROPPED

"GUESSING THE MOMENT WHEN THE HANDKERCHIEF IS DROPPED" IS LIKE SITTING IN THE DARKNESS, FIGHTING AGAINST THE FEAR OF BEING BLIND.

HAS IT BEEN DROPPED YET...?

IT'S GOING TO BE 8:12:20 AM.

TICK TICK TICK TICK

HAS MADE THE BOLD MOVE OF DROPPING THE HANDKERCHIEF EARLY!!

MAYBE KIRUMA SOUICHI

HAS THE HANDKER-CHIEF BEEN DROPPED?

NOW WHAT I?

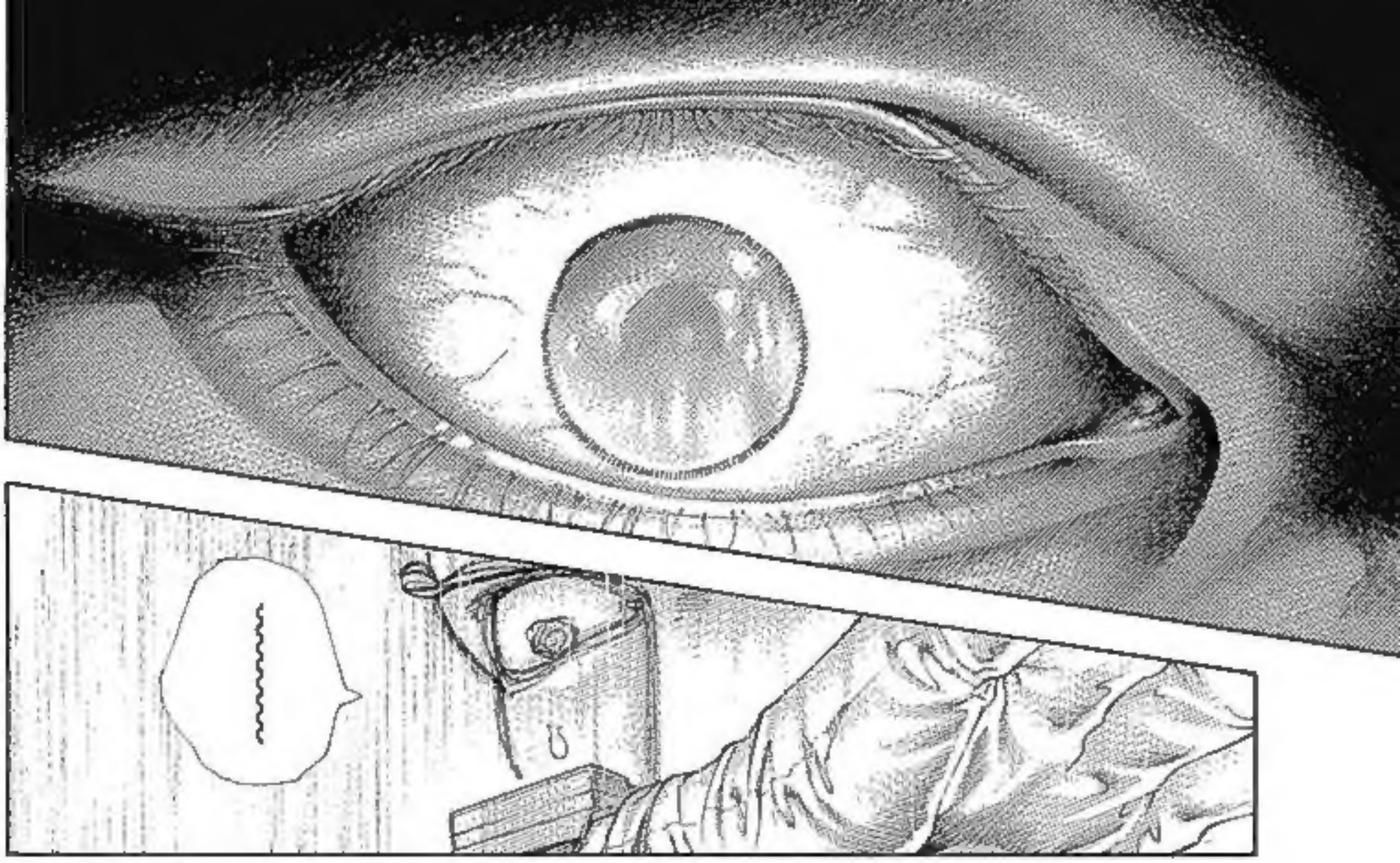
HERE COMES THE 20-SECOND SIGNAL!!

CHAPTER 495
STOLEN INITIATIVE

IT

HASN'T BEEN DROPPED, RIGHT?

...


IT'S NOT JUST ABOUT ATTACKING FIRST AS "D".
THE ONE WHO TAKES INITIATIVE CAN USUALLY DOMINATE THE GAME.
IN THIS KIND OF MIND-GAME...
THE ONE WHO CAN TAKE THE REAL INITIATIVE IS...
HAS IT BEEN DROPPED? IS THE NEAR-DEATH DRUG BEING ACCUMULATED?
OR IS USOGUI'S PREDICTION CORRECT?


TAKE POKER AS AN EXAMPLE. IT'S LIKE WHEN YOUR BLUFF IS SEEN THROUGH BY YOUR OPPONENT.
OR YOU THINK THE OPPONENT WAS BLUFFING, BUT IT'S ACTUALLY A STRONG HAND.

THE ONE WHO CAN READ THE OPPONENT'S MIND MORE DEEPLY.

"ANOTHER OPPONENT IN YOUR MIND."

OTHER THAN THE REAL ONE IN FRONT OF YOU.

AT THAT TIME, THERE WILL BE ANOTHER OPPONENT YOU HAVE TO FACE

HAVING THE OPPONENT

THAT'S BEING EXAGGE-RATED BY YOUR-SELF.

YOU HAVE TO FACE AGAINST ANOTHER OPPONENT

EXAGGERATE YOU IN HIS MIND.

IF YOU CANNOT ACHIEVE THIS...

YOU WON'T HAVE TAKEN THE REAL INITIATIVE!

OR THE GAMBLER, MADARAME BAKU!?

WHICH ONE WILL IT BE!?

WHICH!?

WILL THE ONE WHO TAKES THE ADVANTAGE FIRST BE KIRUMA SOUICHI !?

THE VETERAN GAMBLER WITH BRILLIANT TALENT, MADARAME BAKU.

THE ENIGMA THAT IS PIVOTAL TO THE HOUSEHOLD, KIRUMA SOUICHI.

NOT YET...

THE DRUG IS NOT BEING ACCUMULATED. THE BUTTON HASN'T BEEN PRESSED.

THE HANDKER-CHIEF HASN'T BEEN DROPPED.

THE SO-CALLED "MINDGAME" IS NOT WITHIN THE BOUNDARY OF KNOWLEDGE OR EXPERIENCE.

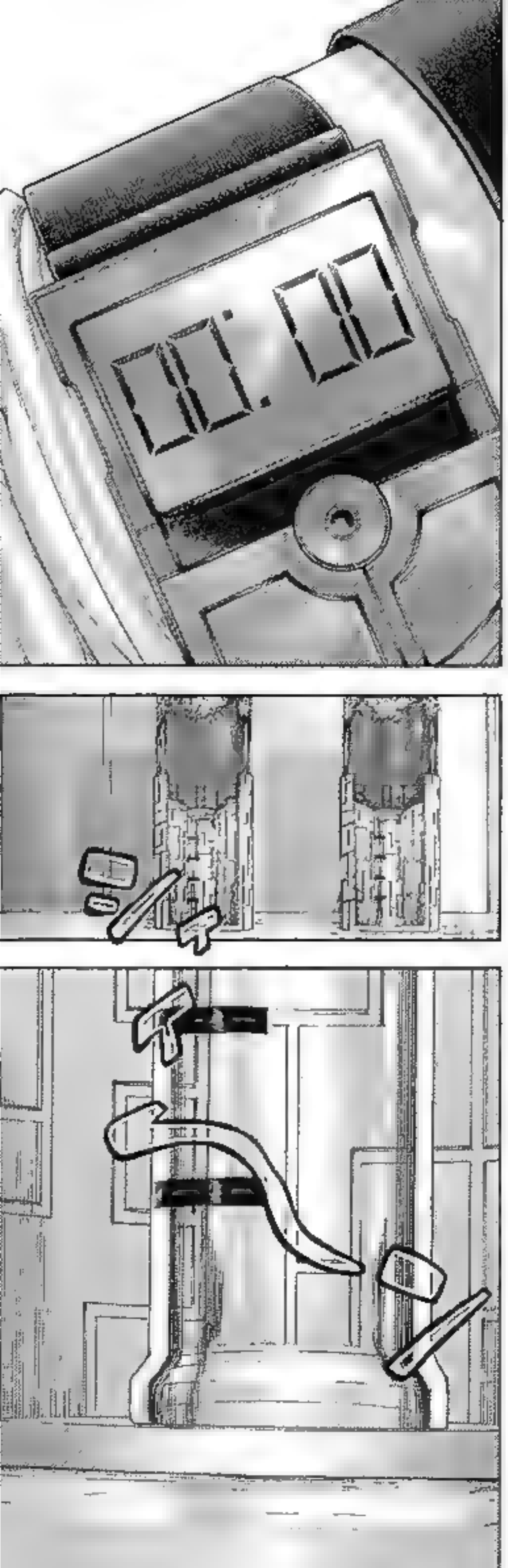
A REMARKABLE MINDGAME IS SOMETHING LIKE A "SENSE".

SIMPLY PUT, IT'S JUST LIKE

IT'S LIKE AN EXTRA-ORDINARY PHENOMENON THAT CAN'T BE EXPLAINED BY COMMON SENSE.

A SUPER-POWER.

I... WON'T "CHECK".



NO... HE ISN'T GOING TO DROP IT!!

"LEADER" HASN'T DROPPED THE HANDKERCHIEF.

THEN LEADER HAS WASTED 20 SECONDS.

BUT IF USOGUI IS TAKING THE "1 MINUTE" SAFE STRATEGY...

HE'S WAITING FOR USOGUI TO FAIL!!

HE'S PROBA-BLY CAUTIOUS THAT USOGUI MAY "CHECK" EARLY.

TICK

TICK

TICK

HE'LL DEFINITELY TURN HIS HEAD AT AROUND 30 SECONDS.

HE'LL TURN HIS HEAD.

NOT YET...

NOT YET...

AFTER 30 SECONDS, THE CHANCE OF USOGUI "CHECKING" WILL DECREASE.

THE 30-SECOND SIGNAL!!

IT'S GOING TO BE 8:12:30 AM.

IF HE KEEPS SITTING STILL, THE CHANCE OF IT BEING THE SAFE STRATEGY WILL BE HIGHER AND HIGHER...

NOT YET.

NOT YET... I'M NOT GOING TO TURN MY HEAD.

BEEP

BEEP

THE "D" WHO SHOULD HAVE BEEN THE ATTACKER WILL INSTEAD BE PUSHED INTO A DIRE SITUATION...

HERE IT COMES!!

!

BEEP

DONG

1ST ROUND, 1ST HALF.

MADARAME BAKU-SAMA FAILED TO "CHECK"!!

HIS PATIENCE RAN OUT BECAUSE OF KIRUMA SOUICHI'S DELAYING.

USOGUI'S GOING TO TAKE THE NEAR-DEATH.

USOGUI FAILED TO "CHECK"!

!!

……

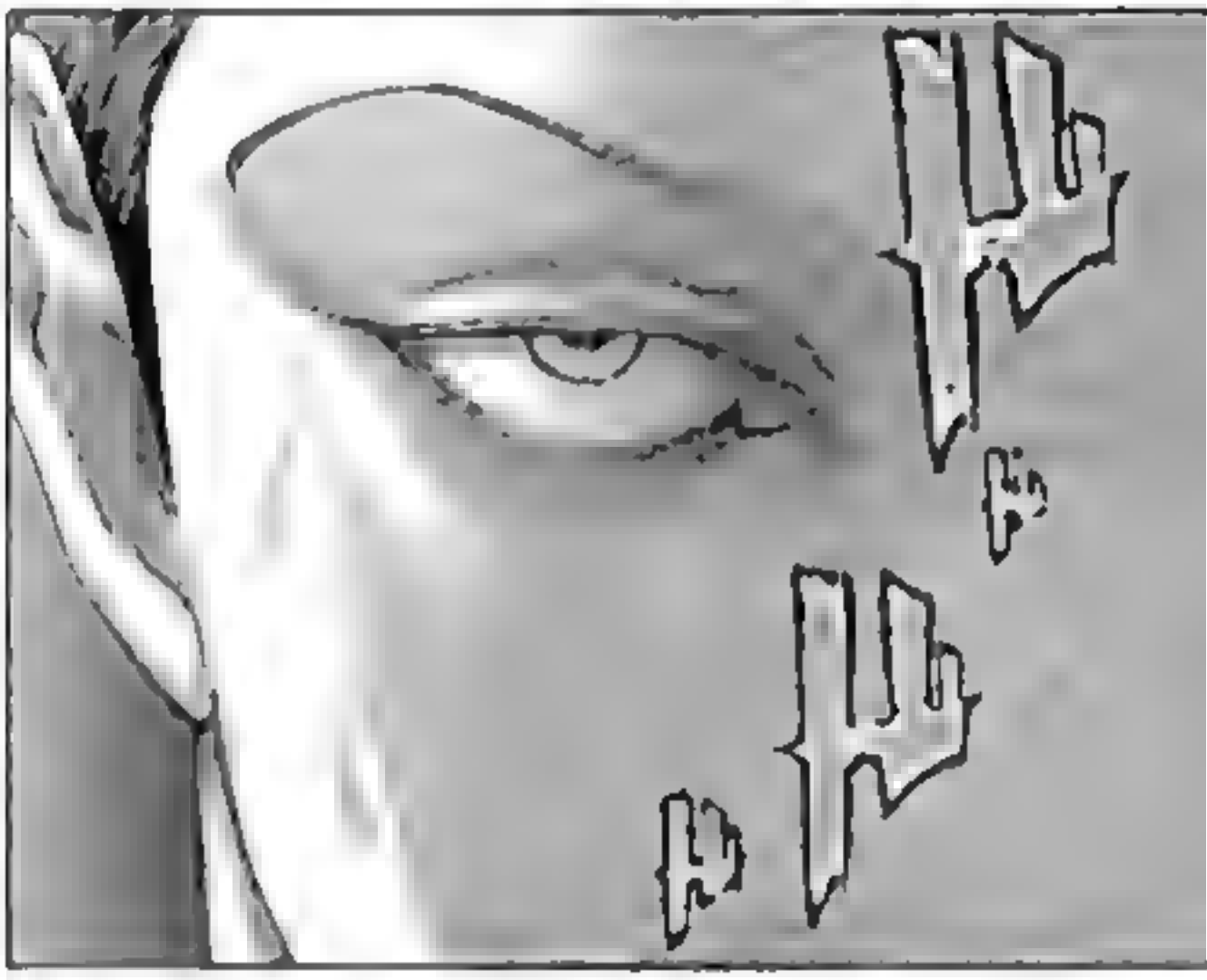
AND HE'LL TAKE THE 1-MINUTE NEAR-DEATH PENALTY.

KIRUMA SOUICHI TURNED OUT TO BE THE ONE THAT TOOK THE ADVANTAGE!!

RIGHT IN THE 1ST FIGHT!!


"LEADER"
WAS ABOUT TO LET GO OF THE HANDKERCHIEF JUST NOW.


WHICH ONE WAS IT...?
NOW.
PLEASE DIE FOR 1 MINUTE.




THEN WHO EXACTLY WAS IT. ? WHO WAS THE ONE THAT EXAGGERATED THE OPPONENT IN HIS MIND ?



CHAPTER 496
THE 1ST NEAR-DEATH

REST ASSURED.

CLACK

CLACK

IT'S THE 1ST TIME AND THE DURATION IS ONLY 1 MINUTE.

I BELIEVE THE CHANCE OF REVIVAL IS PRETTY HIGH.




YOUR EXPRESSION... YOU WERE ABOUT TO DROP THE HANDKER-CHIEF, RIGHT?
WHEN I TURNED AROUND,
!

I WON'T MISS IT NEXT TIME.

BUT...

AS THE MATCH GOES ON, YOUR INSTINCT WILL BECOME MORE AND MORE ACUTE.

MAYBE IT WAS JUST YOUR BAD LUCK...

.....

MAYBE IT WAS SO.

INDEED, THERE'S NO GUARANTEE OF REVIVAL.

IT'S ONLY A STATISTIC.

ONLY IF THERE IS A NEXT TIME.

THE CHANCE OF HIM NOT COMING BACK IS ALSO HIGH.

JUST IN CASE,

DO YOU HAVE ANY LAST WORDS, BAKU-SAMA?

PLEASE BE PREPARED.

IT'S A STRONG DRUG, SO IT'LL CAUSE INTENSE PAIN.

I'M A GAMBLER.

NO.

IT'S GOING TO BE 8:13:10 AM.

TICK

TICK

BESIDES,

I DON'T LEAVE ANYTHING WHEN I LOSE.

STAB

LIKE HELL I'LL DIE.

:

IT'S OVER...

?

.....

I KNEW THIS WOULD HAPPEN FROM THE BEGINNING.

WOULD LIKE TO EXPERIENCE NEAR DEATH AT LEAST ONCE DURING THE EARLY PHASE OF THE GAME.

NOT ONLY THAT, A MAN LIKE YOU

SO I PREDICTED THAT YOU'D DEFINITELY TURN YOUR HEAD IN THE MIDDLE.

YOU'RE WRONG.

THE PENALTY IS MERELY 1 MINUTE.

IN THE 1ST ROUND WHERE THE NEAR-DEATH DRUG HASN'T BEEN ACCUMULATED,

THE SAFEST NEAR-DEATH.

THAT WOULD BE

...

FOR YOU, WHOSE BODY IS WEAK, THAT WAS THE BEST TIMING TO MAKE A BET.

SUCH A SURE THING?

HAVENT YOU SUSPECTED

A DEAD PERSON

CANNOT BE REVIVED.

THIS IS A DEATH MATCH,

NO,

KIRUMA SOUICHI REALLY HAS NO MERCY...

MENTAL STATE HAS A DRASTIC EFFECT ON THE BODY.

PUSHING THE OPPONENT TO A DEEPER ABYSS TO SHAKE HIS MENTAL STATE IS A RIGHTEOUS ATTACK!!

THERE ARE CASES WHERE A SERIOUSLY ILL PATIENT, WHO IS RECOVERING STEADILY, DIES SUDDENLY WHEN HE IS TOLD HIS DISEASE...

THAT'S RIGHT... WHY DID YOU LOSE THE 1ST "SURPASSING THE LEADER"?

1 MINUTE...

HAVE YOU EVER SUSPECTED IT?

IS THIS NEAR-DEATH DRUG PREPARED BY REFEREE TAKOU.

THE REAL STUFF?

WHO WAS ON THE SUBMARINE

THAT PRESERVED THE DRUG?

WHICH SIDE WERE THEY ON?

WHO?

WHO... AM I?

DON'T YOU KNOW?

NOW STARTING THE TIMING

OF THE 1 MINUTE OF NEAR-DEATH.

MADARAME BAKU-SAMA IS DEAD.

WAS THAT TRUE?

LEADER,

?

ABOUT THE NEAR-DEATH DRUG

0:07

1 MINUTE ...

00:00

TICK

TICK

TICK

TICK

...

NO.

WOULD I... VIOLATE THE RULES AND LOSE?

DID YOU REALLY EXCHANGE THE DRUG?

TO DO IT IN AD-VANCE?

WHAT IF I TOLD YOU THAT I HAD ASKED AMEN

FOR NOT CONSIDERING THE POSSIBILITY WHERE THE DRUG MIGHT BE EXCHANGED.

I SHOULD SAY THAT IT'S MY FAULT

JUST LIKE THE 1ST "SURPASSING THE LEADER", IT'LL BE YOUR VICTORY, LEADER.

IF YOU MADE ANY PREPARATIONS IN ADVANCE TO WIN...

WHEN YOU THINK LIKE THAT, THE STRATEGY HAS ALREADY SUCCEEDED.

"IT'S IMPOSSIBLE" ...

WHY WOULD YOU ASK ME IN THE FIRST PLACE?

IF YOU THINK IT'S IMPOS-SIBLE,

BESIDES, IT'S ODD, ISN'T IT?

ALSO, I'M THE ONLY ONE WHO KNOWS THE CONTENTS OF THIS DEATH MATCH.

THE REASON I'M HERE IS BECAUSE I WON THE "COLLECT THE HAND-KERCHIEFS" BATTLE.

BUT IT'S IMPOS-SIBLE.

IT'S IMPOSSIBLE FOR YOU TO HAVE MADE ANY PREPARATIONS IN ADVANCE, LEADER.

45 SECONDS LEFT!!

FEELS LONG, DOESN'T IT?

!

IT'S LIKE THERE ARE LOTS OF DIFFERENT LEADERS...

LEADER IS SHOWING MORE ASPECTS OF HIMSELF TODAY.

WAS SO LONG THAT I SUSPECTED IF IT REALLY WAS ONLY A MINUTE.

JUST NOW, THE TIME BEFORE USOGUI TURNED HIS HEAD,

THE PASSING OF TIME FEELS DIFFERENT DEPENDING ON THE SITUATION.

FEELS SO SHORT TO ME.

THIS 1 MINUTE RIGHT NOW

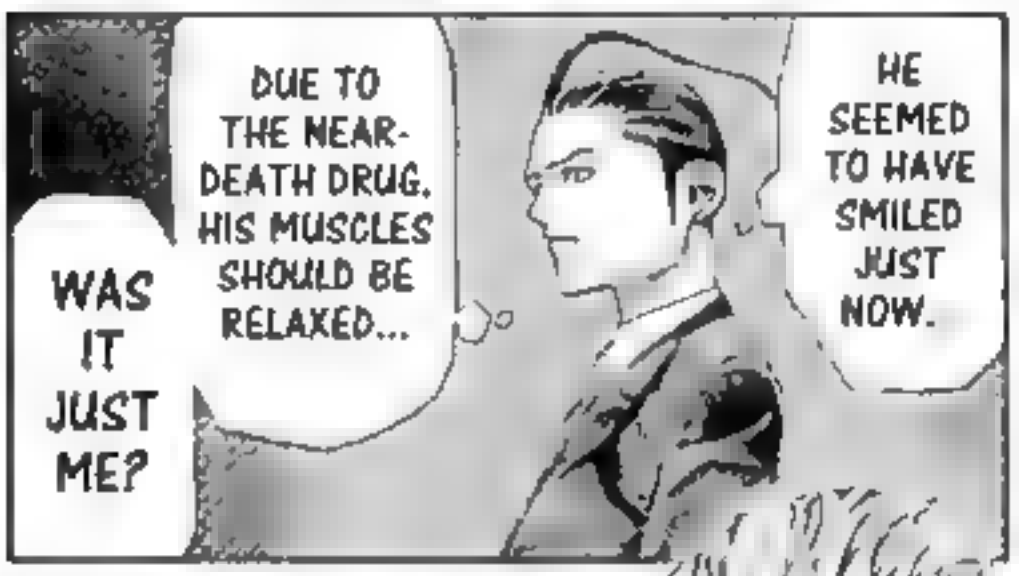
THIS IS TENSE...

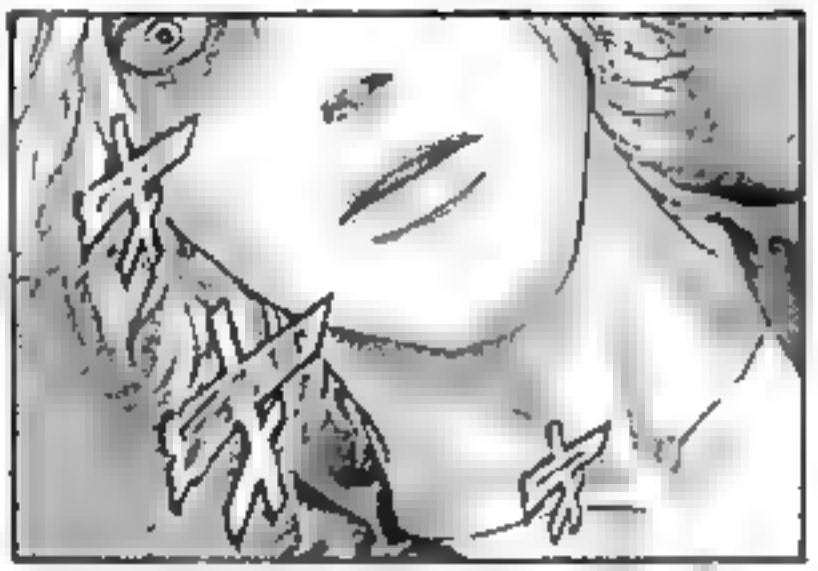
IS THIS THE SAME 1 MINUTE?

IS THIS THE SAME 60 SECONDS ..?


1 MINUTE IS UP!!
?
I'LL START THE REVIVING!!


70


WAS IT JUST ME?
DUE TO THE NEAR-DEATH DRUG, HIS MUSCLES SHOULD BE RELAXED...
HE SEEMED TO HAVE SMILED JUST NOW.





THE MATCH WOULD HAVE BEEN OVER NOW.

INDEED, IF I HAD EXCHANGED THE DRUG,

IF THERE WAS A CHANCE, WOULD I DO IT...?

NO,

I WOULD NOT.

IF I HAD DONE IT, IT COULDN'T BE COUNTED AS A PERFECT VICTORY AGAINST THIS MAN.

HA HA

TICK

TICK

TICK

1ST ROUND, 1ST HALF, ENDS.

USOGUI TOOK THE NEAR-DEATH FOR 1 MINUTE.

I'LL WIN PERFECTLY.

PERFEC-TLY...!

TICK

TICK

TICK

1ST ROUND, 1ST TURN, ENDS

IT'S GOING TO BE 8:15:00 AM.

CHAPTER 497

A TRICKY DISGUISE

AFTER ALL, YOUR HEART WAS STOPPED UNTIL JUST NOW.

IT'S NO SURPRISE.

YOU'RE STILL BREATHING HEAVILY.

THE NEAR-DEATH DRUG THAT WAS INJECTED INTO YOUR BODY.

BUT WE CAN'T WAIT UNTIL YOU RECOVER SLOWLY.

IN ORDER TO MINIMIZE THE UNFAIRNESS AS MUCH AS POSSIBLE,

ALTHOUGH THE DOSE IS LOW, IT'LL START TO DISSOLVE

I MADE THE RULE OF "PROCEEDING WITH THE GAME ASAP".

ALTHOUGH THERE ARE DIFFERENCES FROM PERSON TO PERSON,

WE CAN BE SURE THAT IT'LL DISSOLVE AFTER 1 TO 2 HOURS.

AND YOUR HEARTBEAT AND PULSE HAVE ACCELERATED TOO.

BECAUSE OF THE RAPID INCREASE OF YOUR INTRACRANIAL PRESSURE, YOU SHOULD BE EXPERIENCING A HEADACHE AND DIZZINESS.

...

THE TIME WHEN I WAS INJECTED WITH THE NEAR-DEATH DRUG WAS AT ABOUT 8:13:20...

WE'LL START THE 2ND HALF OF THE 1ST ROUND

AT 8:17:00 AM...

SO THE INTERVAL AFTER REVIVING IS 2 TO 3 MINUTES...

AFTER 10 SECONDS, I WAS REVIVED AT 8:14:40...

AFTER 1 MINUTE OF NEAR DEATH, YAKOU-SAN STARTED THE CPR AT 8:14:30.

SUPPOSE THAT MY HEART STOPPED AT ABOUT 8:13:30,

NEAR-DEATH, ONCE.

MADA-RAME BAKU,

NEAR-DEATH TIME, 1 MINUTE.

BECAUSE OF THE NEAR-DEATH.

THE CONTAINER HAS BEEN EMPTIED.

BUT USOGUI WOULD SURELY BE AWARE OF THAT TOO

IF USOGUI DROPS THE HANDKERCHIEF AT THE START,

THE NEAR-DEATH DRUG WILL BE MASSIVELY ACCUMULATED.

IF HE WANTS TO KEEP THIS ADVANTAGE,

KIRUMA SOUICHI WON THE 1ST HALF OF THE 1ST ROUND!!

HE SHOULD TAKE THE SAFE STRATEGY IN THE 2ND HALF.

TICK

TICK

1ST ROUND, 2ND HALF.

IT'S GOING TO BE 8:17:00 AM.

BEEP

CHAPTER 497
A TRICKY DISGUISE

THERE'S ONLY ONE THING TO DO, AND THAT IS TO READ THE REAL INTENTIONS OF THE OPPONENT!!

BEEP

NO!!

BEEP

TO OUTWIT THE OPPONENT... AND THEN THE OPPONENT WILL OUTWIT YOU IN RETURN... AGAIN... AND AGAIN... AND AGAIN.

DONG!!

KIRUMA SOUICHI

"C"

MADARAME BAKU

"D"

THE INFO FOR "C", WHO'S BEING WATCHED FROM BEHIND.

IS LIMITED.

MAKE A CHOICE NOW,

AND CARRY IT THROUGH TO THE END!

NO, THERE'S NO TIME TO HESITATE.

WILL HE MAINTAIN THE ADVANTAGE? OR WILL HE MAKE A BET?

HE CAN ONLY TRY HIS BEST TO OVERLAP THE "USOGUI IN HIS MIND" WITH THE "REAL USOGUI".

RIGHT NOW,

EVEN THOUGH HE HAS AMAZING CAPABILITIES,

IT'S NEAR-LY NONE.

NO,

"PREDICTED" THE OPPONENT

THAT MEANS HE'LL HAVE SUCCESS-FULLY

IF HE'S ABLE TO OVERLAP THEM.

TURN...

THIS IS NOT RIGHT.

THAT WATCHES THE BACK.

YOU SHOULD BE THE ONE

...

THE REFEREE ISN'T SAYING ANYTHING, SO IT'S NOT AGAINST THE RULES... BUT WHY WOULD HE DO THAT AND LIMIT HIS OWN ACTIONS...?

IS HE SAYING THAT "I'VE DROPPED THE HANDKERCHIEF, SO TURN YOUR HEAD"? OF COURSE, HE WON'T DROP IT IN FRONT OF KIRUMA SOUICHI.

WHAT ABOUT THE HANDKER-CHIEF?

?

DID USOGUI STEP IN FRONT OF KIRUMA SOUICHI...?

HERE COMES INFO...

TICK

IF IT'S TO KEEP ME FROM TURNING MY HEAD, IT MAKES SENSE... BUT IT DOES NOTHING GOOD FOR HIM

...NO! THERE MUST BE SOMETHING COOKING!!

HAVING NO INTENTION TO HIDE THE FACT THAT HE HASN'T DROPPED THE HANDKERCHIEF.

BUT HE STEPPED OUT WHILE HOLDING IT...

IF HE HID THE HANDKERCHIEF SOMEWHERE, THAT MAKES SENSE..

HE STEPPED IN FRONT OF ME...

TICK

TO
E

AT THAT TIME, WHERE DID "THAT THING" HE TOOK OFF GO?

HE TOOK OFF HIS JACKET WHEN HE WENT THROUGH NEAR-DEATH EARLIER

WHY IS HE MAKING ME WATCH HIS BACK?

IT'S
DING

WHY DIDN'T HE SHOW ME HIS FRONT...?

STILL ON HIS NECK?

OR IS IT

IS IT STILL LYING IN THE CLOTHES BEHIND ME...?

IS NOT THE HANDKER-CHIEF!

THE THING IN HIS LEFT HAND

NO!!

IT'S HIS NECKTIE!!

HE REVEALED A PART OF IT AS A DISGUISE!!

8:17:10 AM...

TICK

BUT ACTUALLY, YOU HAVE ALREADY DROPPED IT, RIGHT!?

YOU'RE PRETENDING THAT YOU'RE HOLDING THE HANDKER-CHIEF,

YOU HAVEN'T DROPPED IT...

SO IN FACT, YOU HAVE HIDDEN THE HANDKERCHIEF SOMEWHERE ON YOU...

TICK

"HOWEVER", YOU'VE PREDICTED THAT I'D FIGURE THIS OUT.

THE HANDKER-CHIEF IS BEHIND ME!!

10 SECONDS HAS PASSED!!

DONG!!

COME ON,

DON'T TURN AROUND.

TURN AROUND.

AS I THOU-GHT,

MY PREDIC-TION...

WHICH ONE IS IT ...?

IS...

USOGUI SET UP AN OBVIOUS TRAP!!

WHICH ONE IS IT ...!?

BY LIMITING HIS OWN ACTIONS,

HE COMMENCED A MINDGAME!!

しゅっ

ポケット

しゅ

すっ

BLUFFS AND STRAIGHT-FOWARDNESS,

LIES AND TRUTHS,

INTERIOR AND EXTERIOR,

!

IF THAT'S A NECKTIE,

IT'S ABOUT TIME FOR HIM TO...

CALM DOWN.

...

"THE THING IN HIS HAND WAS A NECKTIE".

DON'T BE LED BY HIS ACTIONS... ANALYZE THE TRUTHS IN FRONT OF YOU.

AND,

"HE'S STANDING IN FRONT OF ME"...

IF HE'S STILL HOLDING THE HANDKERCHIEF,

THEN THE ONE WHO'LL BE DRIVEN TO THE CORNER WILL BE "HIMSELF".

TICK

TICK

TICK

IT'S GOING

TO BE 8:17:20 AM.

TICK

TICK

KEEP THINKING FOR A BIT LONGER...

GO AHEAD...

CHAPTER 49

THE GAMBLER WHO'S BEING BURNT

THE NEAR DEATH DRUG HAS STARTED ACCUMULATING!!

DROPPED !!

THE MURDERER CAUSE HAS BEEN

THE SQUANDERED TIME RIGHT NOW IS

00:18

18 SECONDS!!

2 SECONDS AFTER THE ROUND STARTED!!

IT WAS DROPPED

CHAPTER.498

THE GAMBLER WHO'S BEING BURNT

IS NOT THE 1 MINUTE PENALTY FROM "FAILING TO CHECK".

BUT THE ACCUMULATION OF THE NEAR-DEATH DRUG!!

USOGUI'S OBJECTIVE

THINK... KEEP THINKING... TRY TO SEE THROUGH ME AND GET TRAPPED!!

DON'T...

TURN AROUND YET...

YOU WERE SUSPECTING IT, RIGHT?

YOU SAW IT, RIGHT?

YOUR CAPABILITIES AREN'T NORMAL.

BECAUSE IT'S YOU, YOU'LL BE ABLE TO THINK THIS FAR...

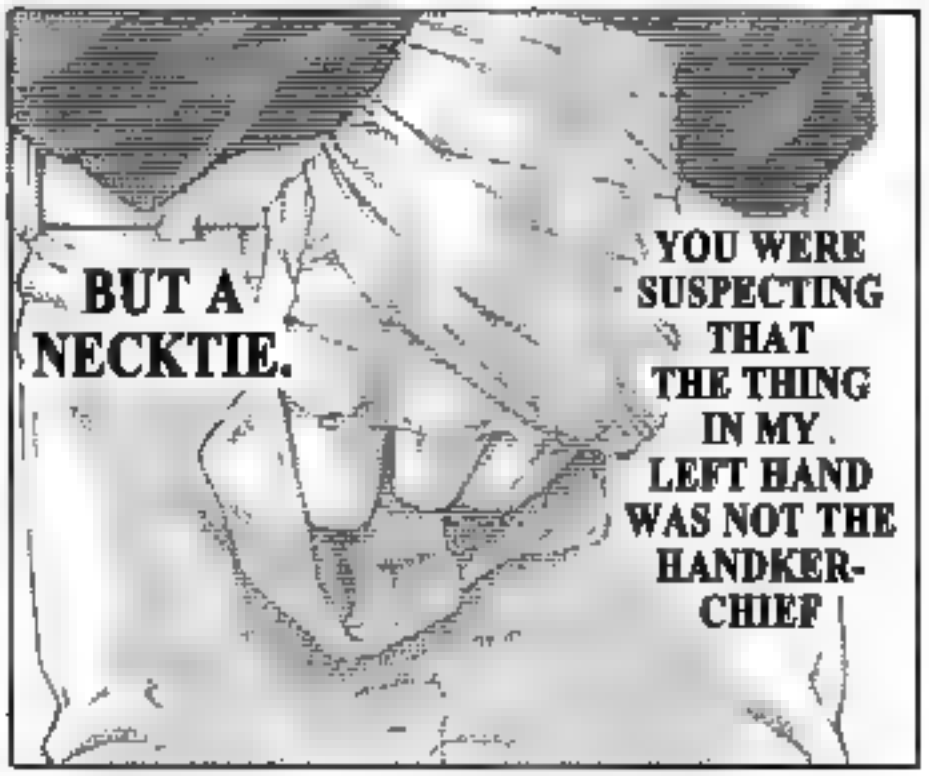
THAT'S WHY I SHOWED THE NECKTIE TO YOU ON PURPOSE...

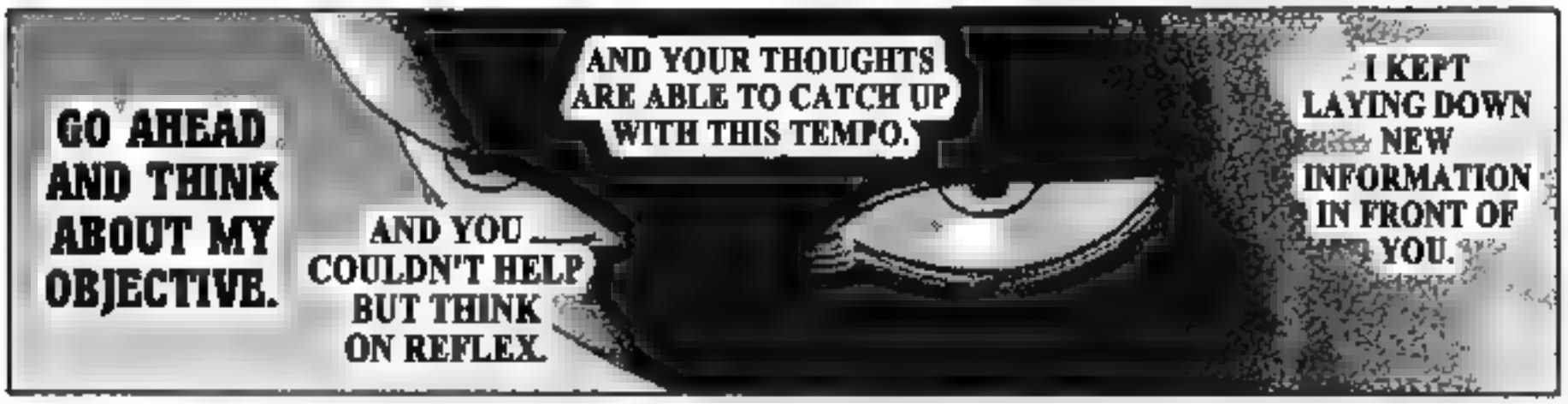
IF LEADER DOESN'T TURN HIS HEAD UNTIL THE 60 SECONDS ARE UP, HE'LL ACCUMULATE ABOUT 1 MINUTE OF THE NEAR-DEATH DRUG!!

AND THAT IS ALMOST THE SAME DOSAGE AS THE PENALTY USOGUI RECEIVED IN THE 1ST HALF!! IT'LL BE A STRONG COUNTERATTACK!!

嘘吐い㉟。

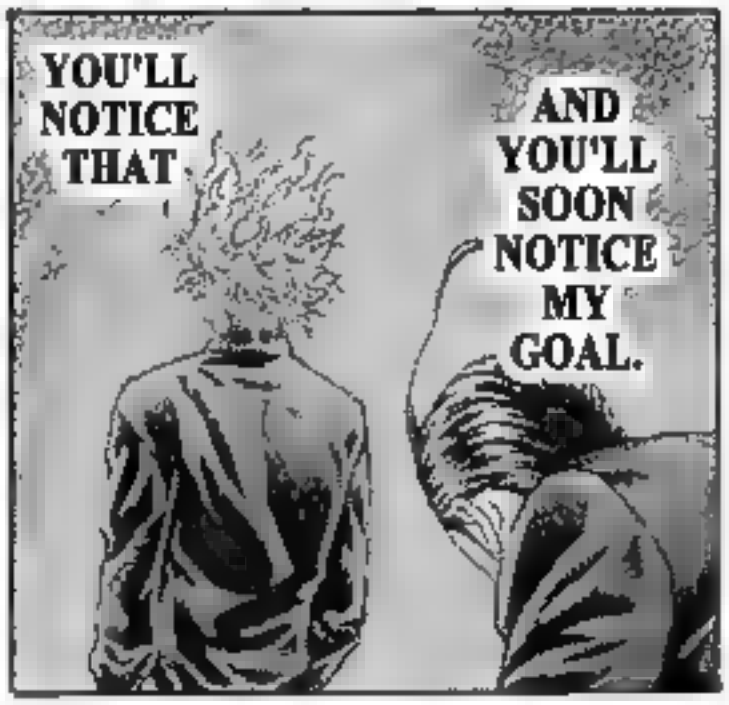

I DROPPED THE NECKTIE IMMEDIATELY.
AND WHILE YOU WERE SUSPECTING THAT,


BUT A NECKTIE.
YOU WERE SUSPECTING THAT THE THING IN MY LEFT HAND WAS NOT THE HANDKER-CHIEF

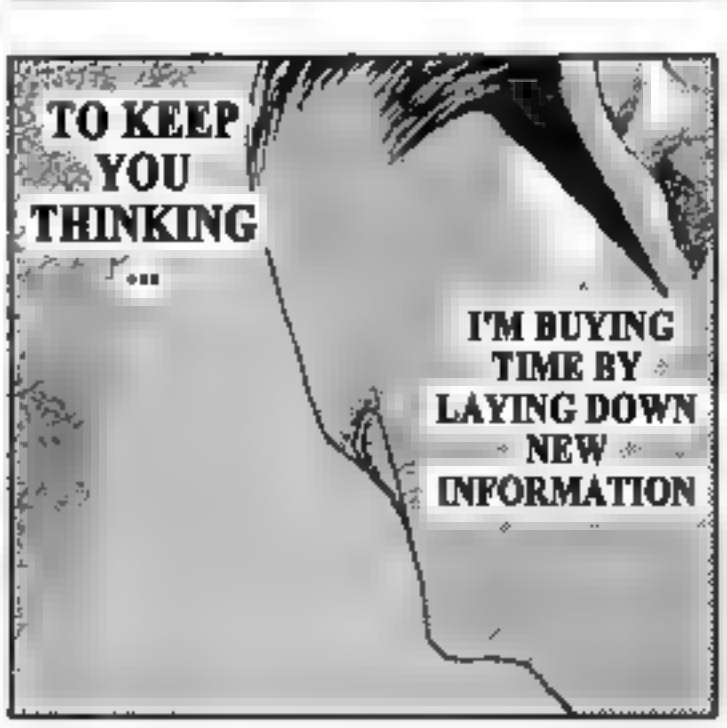

GO AHEAD AND THINK ABOUT MY OBJECTIVE.
AND YOUR THOUGHTS ARE ABLE TO CATCH UP WITH THIS TEMPO.
AND YOU COULDN'T HELP BUT THINK ON REFLEX.
I KEPT LAYING DOWN NEW INFORMATION IN FRONT OF YOU.




BUT, LEADER WON'T TURN HIS HEAD YET!! WHILE FACING SUCH AN OBVIOUS TRAP... HE HAS TO BE CAUTIOUS.
BESIDES, THIS IS A RISKY MOMENT TO MAKE A DECISION.


YOU'LL NOTICE THAT
AND YOU'LL SOON NOTICE MY GOAL.




TO KEEP YOU THINKING ...
I'M BUYING TIME BY LAYING DOWN NEW INFORMATION

DONG!!

THIS MAN IS GOOD AT SPECULATING...

I'M SURE HE KNOWS WHAT I'M THINKING...

20 SECONDS PASSED.

SUCH A THOUGHT WENT THROUGH MY MIND AT THE MOMENT WHEN HE TURNED HIS HEAD IN THE 1ST TURN.

"HE POSSESSES AN ACUTE SENSE".

HIS SENSE IS GOD-LIKE.

IT IS ACUTE.

I ADMIT THAT

I SHOULD THINK BASED ON THIS MAN'S GOD-LIKE SENSE.

嘘吐い㉖。

AND TURN MY HEAD.

GOING TO MAKE A BET,

I WAS

BEFORE HE STEPPED IN FRONT OF ME,

AND, THERE'S ONE THING THAT ONLY I KNOW.

THAT IS NOT A GOD-LIKE SENSE.

AND THAT IS BASICALLY SAYING THAT HE SAVED ME BY STEPPING IN FRONT OF ME.

IF NOT, "I WOULD'VE LOST".

I TURNED MY HEAD AT THAT TIME, WOULD I SEE THE HANDKERCHIEF?

IF

HOWEVER, BECAUSE HE STEPPED IN FRONT OF ME, I'M STILL HESITATING RIGHT NOW...

HAS BEEN DROPPED.

THE HANDKERCHIEF

THIS MAN HAS ONLY ONE GOAL.

TO BUY TIME.

THAT'S RIGHT.

IF HE'S GOD-LIKE, THIS THEORY MAKES SENSE.

WHICH MEANS "THE HANDKERCHIEF HAS BEEN [redacted]"

BECAUSE OF HIS INTERFERENCE, I DIDN'T TURN MY HEAD.

HE SHOULD BE GOD-LIKE.

BUT IF IT EXCEEDS 30 SECONDS,

IT'LL INCREASE THE TEMPTATION TO USE THE SAFE STRATEGY!!

IF IT'S NOT THE "1-MINUTE SAFE STRATEGY",

THE TIME FOR LEADER TO TURN AROUND WILL BE AT ABOUT 30 SECONDS...

HESI-TATE!!

DON'T TURN YOUR HEAD!!

I WON'T LET YOU DO THAT YET!!

THE NEXT ONE... ONCE YOU SHOW ME ANOTHER THING, I'LL TURN MY HEAD!!

AND I'LL SAY

"I'VE SEEN THROUGH YOU".

YOU'RE BUYING TIME RIGHT NOW.

I KNEW YOU'D DROP THE NECKTIE.

AND THAT YOU'D SHOW ME NEW INFORMATION ONE AFTER THE OTHER...

.....

COME ON,

SHOW ME YOUR NEXT MOVE...

ドド

ドド

.....

ドドドド

ドドドド

ドドドド

I WILL DO NOTHING.

AND THEN HE'LL TURN HIS HEAD...

HE SHOULD BE WAITING FOR MY NEXT MOVE,

SO I WON'T MOVE...

AT THIS RATE, I SHOULD BE ABLE TO ACCUMULATE 40 SECONDS.

LET ME... SEE THROUGH YOU...

I NEVER THOUGHT I COULD ACCUMULATE 1 MINUTE... MY GOAL IS 40 SECONDS.

WHAT IT IS...

SHOW ME...

ERASE ALL THE FAKE ONES...

和下

REMEMBER...

WHAT KIND OF EXPRESSION WOULD YOU BE WEARING RIGHT NOW...?

IF IT'S YOU,

YOU...


和向奴書房

IS BURNING.

YOUR BRAIN

IF YOU DON'T PURSUE EXCITEMENT, IF YOU'RE NOT IN AN

EXTREME LIFE-THREATENING SITUATION.

YOU CAN'T FEEL ALIVE.

USOGUI,

GAMBLER,
MADARAME
BAKU,

YOU'RE ENJOYING THE EXCITEMENT, AREN'T YOU?

THAT'S WHAT YOU ARE.

I'VE SEEN THROUGH YOU.

嘘吸い⑤。

ドク

ドク

ドク

THE NEAR-DEATH DRUG HAS ACCUMULATED TO...

"CHECK" SUCCEEDED !!

DRIP

DRIP

DRIP

DRIP

IT CUT 30 SECONDS

BY A HUGE AMOUNT!

24 SECONDS!!

IT'S TO FEED MAD GAMBLERS LIKE YOU TO THEM.

KAKEROU AND SURPASSING THE LEADER EXIST?

WHY DO YOU THINK...

DIE.

THE SKYSCRAPER (OBELISK) IS WHERE THOSE GAMBLERS, WHO ARE ADDICTED TO EXCITEMENT,

I

KNOW YOU WELL.

HOW-EVER,

CHAPTER 409

THE HIDDEN SETUP

KIRUMA SOUICHI

YOU DO NOT KNOW

AS MUCH AS I KNOW YOU, DO YOU?

SIT.

IT IS YOUR TURN.

YOU'LL DIE FOR A 2ND TIME.

IF YOU END UP FAILING TO "CHECK" ONCE AGAIN,

YOU ARE STILL DIZZY.. AND IT SEEMED LIKE YOU DIDN'T EVEN REALIZE YOUR NOSE WAS BLEEDING...

HE'S STILL HAZY!?

YOUR BREATHING IS ALREADY QUITE DISRUPTED.

I WONDER IF YOU WILL BE ABLE TO SURVIVE THAT?

2 MINUTES IN TOTAL... EVEN THOUGH THAT IS STILL FAR FROM 5 MINUTES, IT'S 2 TIMES IN A ROW...

EVEN THOUGH HIS HEART STOPPED BEATING FOR ONLY 1 MINUTE, THE BURDEN ON HIS BRAIN INCREASED.

NOTHING COULD HAVE BEEN WORSE FOR USOGUI TO DIE FIRST IN THIS GAMBLE.

"WE ARE AT PEACE NOW",

PLEASE CONVEY THESE WORDS TO KIKUOKA TOTSUKI IF YOU MEET HIM

CHAPTER 4:
THE HIDDEN SETUP

NEAR-
DEATH
GAME...

YOU GOT THE INFO FROM FUKUROU?

SUCH A NAME REALLY GIVES US NOTHING.

PLEASE TELL US MORE ABOUT THE GAME'S DETAILS, REFEREE NOWA.

A PLAYER CAN BE SAFE AS LONG AS THEY FIND THE HANDKERCHIEF WITHIN ONE MINUTE

THEY HAVE TO TAKE TURNS DROPPING THE HANDKERCHIEF

BUT THEY LOSE IF THEY CAN'T FIND IT

WHETHER ONE GOES INTO A NEAR-DEATH STATE OR NOT ALL DEPENDS ON "DROP THE HANDKERCHIEF".

THE 1ST ROUND 1ST HALF HAS ALREADY HAPPENED

!!

THAT PLAYER GETS PLACED IN A NEAR-DEATH STATUS AS A PENALTY

BAKU-NIICHAN!!

MADARAME BAKU HAS ALREADY WENT 1 MINUTE UNDER NEAR-DEATH AFTER FAILING HIS CHECK!

NEAR DEATH GAME...

WHAT ABOUT THE NUMBER OF NEAR-DEATHS, AMEN CHAN?

5 MINUTES IS THE LIMIT FOR RESUSCITATION FROM A NEAR-DEATH.

5 MINUTES, RIGHT?

THE MORE DIFFICULT IT BECOMES TO RESUCITATE SOMEONE...

THE MORE NEAR-DEATHS,

YES.

"SURPASSING THE LEADER" HAS ALREADY BEGUN."

HUH?

I SAID!! THE AFTER-WORLD!!

.....

HEY, REFEREE KADOKURA... DO YOU BELIEVE IN A WORLD AFTER DEATH?

AN IMAGINARY WORLD THAT CAN ONLY BE CONSTRUCTED BY HUMANS, WHO IMAGINE, AND THUS FEAR THE FUTURE.

IT IS A MERE CONSTRUCT MADE BY HUMANS, WHO ARE ABLE TO IMAGINE THE FUTURE.

THAT'S NOT TRUE!

HAVE YOU GUYS HEARD OF NEAR-DEATH EXPERIENCES?

TRUTH IS, I...

YOU SEE... THEY'RE PLAYING THIS NEAR-DEATH GAME, RIGHT...? I WAS JUST WONDERING IF THEY'D BE GOING BACK AND FORTH TO THAT AFTERWORLD... THAT'S ALL.

I DON'T THINK THERE'S SUCH THING AS AN AFTER WORLD

HUH ?

THERE IS NO SUCH A THING.

I BELIEVE THERE IS SUCH A THING, YOU SEE~

YOU CAME...

THEN,

PLEASE GO TO YOUR POSITIONS.

AT 08:19:00 AM.

THE 2ND ROUND WILL BEGIN

"D", KIRUMA SOUICHI

"C", MADA-RAME BAKU

LEADER, NOT YET.

THE GAME WILL START AT 8:14:00.

USOGUI IS AT A DISADVAN-TAGE.

WHAT'S THE STITUATION?

PRO

IT'S GOING TO BE 8:18:40 AM.

HE ALREADY DIED ONCE.

YES.

PENALTY

MADARAME BAKU

1 MINUTE

1 2 3 4 5

MADARAME BAKU FAILED TO "CHECK" DURING THE FIRST ROUND.

AND RECEIVED HIS PENALTY OF 1 MINUTE OF NEAR DEATH.

HOW-EVER,

NEAR-DEATH

SQUANDERED TIME

PENALTY

THE ACCUMULATION FOR HIS NEAR DEATH DRUG STAYED AT 0.

MADARAME BAKU

1 MINUTE

ACCUMULATION

NEAR-DEATH

KIRUMA SOUICHI

24 SECONDS

HE ENDED UP ACCUMULATING 24 SECONDS WORTH OF THE DRUG.

KIRUMA SOUICHI SUCCESSFULLY "CHECKED", BUT

PENALTY

AND IT IS IMPOSSIBLE TO BE RESUSCITATED

FOR A NEAR-DEATH LASTING BEYOND 5 MINUTES.

NEAR-DEATH

THE DRUG WILL BE FORCIBLY INJECTED ONCE MORE THAN 5 MINUTES WORTH OF IT ARE ACCUMULATED.

ACCUMULATION

KIRUMA SOUICHI

DONG!!

START.

2ND ROUND 1ST HALF.

"SURPASSING THE LEADER".

BEEP

THE ONE IN THE LEAD RIGHT NOW IS... LEADER!!

BEEP

BEEP

THE GAP BETWEEN THEM... ISN'T IT ACTUALLY BIG!?

IF LEADER KEEPS ON PLAYING DEFENSIVELY... IT COULD GIVE HIM QUITE THE ADVANTAGE OR EVEN... HE ALREADY HAS A HIGH CHANCE TO WIN?

RUSTLE

RUSTLE

PEEL

KARI

KARI

KARI

KARI

KARI

CHAPTER-500

ONLY THROUGH DEATH

USOGUI AND

LEADER,

MADARAME BAKU

VS

KIRUMA SOUICHI.

I'VE WITNESSED THE 1ST ROUND OF THIS SURPASSING THE LEADER.

THE ONE WHO ALREADY DIED ONCE...

AND THE ONE WHO FOUND THE HANDKERCHIEF...

THE RESULTS FOR THOSE TWO ARE ALREADY SO DIFFERENT.

THEIR STRAIGHT FACE TO FACE READING OF EACH OTHER.

KIRUMA SOUICHI

NEAR DEATH, 0

SQUANDERED TIME (ACCUMULATION) 24 SECONDS

WILL THIS RESULT BECOME

THE KEY THAT CHANGES THE UPCOMING STORY!?

HOWEVER,

SQUANDERED TIME (ACCUMULATION) 0

NEAR-DEATH, ONCE (1 MINUTE)

MADARAME BAKU

CHAPTER 500

ONLY THROUGH DEATH

EVEN THOUGH IT WAS ONLY ONE MINUTE, TAKING A NEAR-DEATH SO SUDDENLY IS A HARD HIT ON USOGUI.

IT'S THE FIRST STEP TOWARDS LOSING.

IF WE THINK IN TERMS OF THE NEAR-DEATH DRUG, THEN IT'S:

BAKU: 1 MINUTE, KIRUMA: 24 SECONDS.

YET, LEADER ONLY ACCUMULATED A MERE 24 SECONDS.

HIS BRAIN AND BODY MUST HAVE HAVE SUSTAINED HUGE DAMANGE...

THE MAXIMUM THAT CAN BE INJECTED IS 5 MINUTES.

THIS IS A GAME WHERE ONE HAS TO INJECT THE MAXIMUM VOLUME OF NEAR-DEATH DRUG INTO HIS OPPONENT. WITHOUT DYING HIMSELF

QUITE A HUGE GAP.

.....IS THAT REALLY WHAT HAPPENED?

!?

YET HE S ALREADY TAKEN ON THAT BURDEN

"NEAR-DEATH" IS TOO BIG A RISK,

IS IT REALLY A BURDEN...?

WILL MAKE HIMSELF

BAKU-SAN

THIS IS WHAT I BELIEVE.

INTO A CONTAINER.

...

HE WILL BE ACCUMULATING THE NEAR-DEATH DRUG IN HIS OWN BODY.

AND LEVERAGE THAT AS HIS ADVANTAGE.

THE MAXIMUM VOLUME OF THE CYLINDER IS 5 MINUTES.

A CONTAIN-ER...

I SEE.

IF WE

THINK OF THIS GAME AS HOW MUCH NEAR-DEATH DRUG

ONE CAN BEAR...

NEVER GOES OVER 5 MINUTES.

WILL TRY THEIR BEST TO ENSURE THAT THEIR CYLINDER

BOTH OF THEM

THE MOMENT ONE ACCUMULATES OVER 5 MINUTES OF NEAR-DEATH DRUG WILL ALSO MEAN "THE END".

"THEIR OWN BODY"...

THE DRUG CAN ALSO BE CONTAINED THERE.

BUT,

THERE IS INDEED A 2ND CONTAINER THAT IS ABLE TO CONTAIN THE NEAR DEATH DRUG...

MEANS TO TRANSFER THE NEAR-DEATH DRUG FROM THE CYLINDER TO THE BODY.

"NEAR-DEATH"

MEANING, THEORETICALLY, ONE'S BODY IS ABLE TO ENDURE "UP TO 5 MINUTES OF THE NEAR-DEATH DRUG"...

REFEREE YAKOU SAID THAT ONE CAN NEVER BE RESURECTED AFTER BEING IN NEAR DEATH

FOR 5 MINUTES OR MORE.

THE AMOUNT OF NEAR DEATH DRUG ONE CAN ACCUMULATE IN THIS GAME

CAN ACTUALLY GET CLOSER TO 10 MINUTES!!

5 MIN-UTES

5 MIN-UTES

MEANING, INCLUDING BOTH THE BODY AND THE CYLINDER,

MULATION

WE COULD ACTUALLY SAY

3 2 1

KIRUMA SOUICHI

24 SECONDS

THAT LEADER HAS A 24-SECOND DISADVANTAGE!!

TIME

PENA

COMPARED TO USOGUI, WHO HAS ACTUALLY NO DRUG ACCUMULATED IN HIS CYLINDER,

MADARAME

2

ATION

NEAR-

2 1

KIRUMA SOUICHI

24 SECONDS

IF USOGUI HAS INDEED BEEN PLANNING TO CONTAIN AS MUCH NEAR-DEATH DRUG AS POSSIBLE WITHIN HIS OWN BODY,

AND IF LEADER HAS BEEN TARGETING A FLAWLESS VICTORY WITHOUT DYING EVEN ONCE, THEN...

NO MATTER HOW STRONG LEADER IS, MAKING NO MISTAKES AGAINST THAT USOGUI!?

TO THINK THAT AGAINST SUCH AN OPPONENT, HE WOULD STILL BE LOOKING FOR PERFECTION... A PERFECT VICTORY... REALLY? IS IT REALLY POSSIBLE?

HOWEVER... THIS CAN ONLY HAPPEN IF LEADER'S GOAL IS TO DIE 0 TIMES.

5 MINUTES OF THE DRUG ACCUMULATED IN THE CYLINDER

WILL RESULT IN AN "INEVITABLE DEATH" WITH NO RETURN!!

COULD THIS HAVE BEEN USOGUI'S GOAL ALL ALONG!?

BESIDES,

PER-FECTLY ...

PER-

IT'S A MERE PROBABILITY!!

IT'S NOT A BLACK OR WHITE ISSUE WHERE ONE CAN DEFINITELY BE REVIVED AS LONG AS IT'S UNDER 5 MINUTES!!

THAT IS NOTHING MORE THAN AN HYPOTHESIS.

DEATH CAN OCCUR EASILY IN 2 OR 3 MINUTES.

NO MATTER HOW POSSIBLE EVERYONE SAYS IT IS TO REVIVE IF THE AMOUNT IS WITHIN 5 MINUTES,

NO WAY! THAT'S JUST TOO CRAZY!! IT'S A GAMBLE WITHIN A GAMBLE... HE'S INSANE!!

USOGUI HAS BEEN PLANNING TO DO SO SINCE THE BEGINNING?

HE'D STILL DECIDE TO UTILIZE HIS OWN BODY AS A CONTAINER?

EVEN IF NO ONE IS ABLE TO PREDICT WHEN DEATH WILL BE FINALIZED.

THERE...

THERE'S NO... WAY...

KARI

ACTUALLY... IT'S JUST TOO BELIEVABLE THE MORE I THINK ABOUT IT.

THERE IS A WAY!

WILL ALL DEPEND ON HOW EFFICIENTLY BAKU-SAN WILL DIE...

AND HOW MANY TIMES HE HAS TO DIE IN ORDER TO WIN...

KAJI...

THIS MAN, NOT ONLY WAS HE ABLE TO ANALYZE THIS GAME COMPLETELY,

HE ALSO DECODED IT AS FAR DOWN TO USOGUI'S THOUGHTS —

THIS BATTLE,

WHO... IS HE...?

YOU'RE SUCH A NUI-SANCE.

TSK

TSK

TSK

SUCH --

A...

NUI-SANCE.

I'M JUST SAYING.

BUT,

I WILL WIN...

PERFECTLY.

WAIT, STAY SILENT!! I THINK SOMEONE IS TALKING!!

TICK

SHIT, THE SPEAKING CLOCK IS SO LOUD, WE CAN'T HEAR ANY-THING!!

...

SHOWS A DIFF-ERENT SIGHT THAN THE 1ST ROUND.

THE 2ND ROUND

WAIT AND SEE.

BASED ON THE BATTLE INTEL

THEY CHANGED

EARNED IN THE FIRST ROUND.

THE STRATEGIES CHANGED.

SMOO-THLY.

HASN'T USOGUI TURNED AROUND YET?

...GOING TO BE 8:19:50 AM.

HE'S NOT TURNING AROUND...

IT'S GOING TO BE 8:20:00 AM.

I SEE!! THAT'S WHAT MARCO THOUGHT!!

HE SHOULD NOW BE WAITING FOR THE LAST SECOND, WHEN THE HANDKERCHIEF WILL DEFINITELY BE THERE!! IT'S THE SAFE STRATEGY!!

BEEP

IT'S A SUCCESSFUL "CHECK"!!

BEEP

BEEP

DONG!!

HANDKER-CHIEF DROPPED !?

WHEN WAS THE

MADARAME BAKU SUCCESSFULLY "CHECKED"!

HOW MANY SECONDS!?

HOW LONG IS THE SQUANDERED TIME...? HOW MUCH NEAR-DEATH DRUG HAS BEEN ACCUMULATED?


CHAPTER 501
IF YOU LISTEN CAREFULLY

BAKU-SAMA SUCCESSFULLY "CHECKED".

"CHECKING" AT EXACTLY 1 MINUTE... THIS IS THE FIRST TIME THEY'RE USING THE

"SAFE STRATEGY".

...INDEED. FROM NOW ON, THIS GAME SHOULD BE DECIDED BY HOW WELL

ONE CAN USE THIS SAFE STRATEGY.

SORRY, KAJI.

MARCO SAID STUFF LIKE "I SEE", "THAT'S WHAT MARCO THOUGHT" BEFORE, BUT

MARCO DOESN'T UNDERSTAND WHAT "EXACTLY 1 MINUTE" OR "SAFE STRATEGY" MEANS!!

AH, MY BAD, MARCO.

SO YOU REALLY DID BLURT THOSE OUT OF PASSION.

THIS IS A GAME WHERE THE PLAYERS HAVE TO FIND THE DROPPED HANDKERCHIEF UNDER 1 MINUTE, RIGHT?

DROP

"D"

START

1 MINUTE

FOR "D",

HE HAS TO DROP THE HANDKERCHIEF WITHIN 1 MINUTE.

SUCCESSFUL CHECK

IF "C" CHECKS AT EXACTLY 1 MINUTE, THE HANDKERCHIEF WILL DEFINITELY BE ON THE GROUND.

SO NO MATTER WHEN "D" DROPS THE HANDKERCHIEF,

START

1 MINUTE

DROP

IT ALSO BRINGS THE DISADVANTAGE OF MAKING IT EASIER TO ACCUMULATE THE NEAR-DEATH DRUG...

ALTHOUGH "C" WILL DEFINITELY SUCCEED....

THE MAXIMUM AMOUNT... 1 MINUTE OF NEAR-DEATH DRUG WILL BE ACCUMULATED!!

IF "D" DROPS THE HANDKERCHIEF AT THE BEGINNING,

THE SQUANDERED TIME IS...

25 SECONDS.

MEANING, LEADER DROPPED THE HANDKERCHIEF 35 SECONDS AFTER THE START.

A 25 SECOND ACCUMULATION..

AND DECIDED TO CHANGE STRATEGY MID-WAY AND DROPPED THE HANDKERCHIEF AFTER ASSESSING THE SITUATION.

DROP

WHICH MEANS HE WAS ACTUALLY WAITING FOR USOGUI TO TURN AROUND DURING THE FIRST 35 SECONDS.

START

35 SECONDS

SQUANDERED TIME, 25 SECONDS

1 MINUTE

SUCCESSFUL CHECK

SQUANDERED TIME

PENALTY

5 4 3 2 1

25 SECONDS

MADARAME BAKU

1 MINUTE

1 2 3 4 5

WITH THIS,

USOGUI'S NEAR-DEATH DRUG HAS ALSO STARTED TO BE ACCUMULATED...

ACCUMULATION

5 4 3 2 1

24 SECONDS

KIRUMA SOUICHI

1 2



ACCUMULATE KIRUMA SOUICHI'S NEAR DEATH DRUG TO 5 MINUTES FIRST.

IF HE CAN

AS LONG AS HE DOESN'T MAKE ANY OUTSTANDING MISTAKES,

THE VOLUME OF NEAR-DEATH DRUG ACCUMULATED FOR KIRUMA SOUICHI WILL INCREASE...

BAKU-SAN CAN DELIVER A ONE SHOT KILL.

AND THE GAME WILL BE OVER.

ONE SHOT...

IT'S GOING TO BE 8:20:20 AM.

TICK

TICK

COULD YOU MOVE?

FOR HOW LONG DO YOU PLAN ON SITTING THERE?

.....

…

BAKU-SAMA,

PLEASE CHANGE YOUR SEATS NOW.

THE 2ND HALF OF THE 2ND ROUND WILL BEGIN AT 8:21:00 AM.

HUH ...?

SAY IT LOUDER, I CAN'T HEAR A WORD YOU SAID~

KIRUMA SOUICHI...

"I'LL WIN EVEN IF I HAVE TO DIE FOR IT".

I UNDER-STOOD IT THROUGH DYING ONCE.

THAT'S WHAT I HAD BEEN BELIEVING.

BUT I WAS MIS-TAKEN ...

THE NUMBER OF NEAR-DEATHS,

THE DURATION OF THE NEAR-DEATH,

THERE'S A LIMIT TO ALL OF THOSE.

THE ACCUMULATED NEAR-DEATH DRUG IN THE CYLINDER,

YES.

AND THE NUMBER OF NEAR-DEATHS WOULD BE 2, I GUESS.

REFEREE YAKOU SAID THAT THE REVIVAL WOULD BE MUCH MORE DIFFICULT FROM THE 3RD TIME ON, RANKO.

THE NEAR-DEATH RED ZONE IS 5 MINUTES.

USOGUI ALREADY DIED ONCE.

TIME

1 2 3 4 5

1 2 1

MADARAME BAK

1 MINUTE + 1 ~ 4

THE NEXT TIME HAS TO BE UNDER 4 MINUTES...

LET'S SAY HE'LL DIE ONCE MORE, WITHOUT REACHING 5 MINUTES.

MAKING A GAMBLE WHERE HE HAS TO "DIE WITHOUT REALLY DYING".

IF IT'S HIM, HE WILL DEFINITELY DO IT.

YES.

THIS GAME IS INSANE.

YOU'RE RIGHT, RANKO.

HE'LL USE HIS BODY UNTIL THE LIMIT.

BETWEEN THE 3RD AND 4TH MINUTE.

EVERY GAME SHOULD BE OVER UPON DEATH...

BUT... THIS GAME IS DIFFERENT...

ITS...

I'M INSANELY EXCITED, RANKO.

IT'S INSANE...

NORMA-LLY, IT'S ALL OVER ONCE YOU DIE...

RANKO?

CAN I LICK YOU LIKE THIS?

I CAN,

RIGHT?

WITHOUT DYING.

THIS GAME CANNOT BE WON

...

TICK

TICK

TSK

MARCO HAS TO GO AND TELL HIM!! BAKU NIICHAN WON'T LOSE AS LONG AS HE KEEPS DOING THAT SAFE STRATEGY!!

KAJI!!

IT'S GOING TO BE 8:20:40 AM.

BAKU-SAN ALREADY KNOWS THAT, MARCO!!

HE KNOWS!!

BEING "100% SAFE".

THERE'S A LIMIT FOR THE SAFE STRATEGY

1 MIN-UTE

SQUANDERED TIME, 1 MINUTE

START

IF THE OPPONENT READS IT, USING THE SAFE STRATEGY WILL LET THE OPPONENT FILL IN 1 FULL MINUTE IN YOUR CYLINDER.

MEANING, ONE CAN USE THE SAFE STRATEGY REGARDLESS OF THE RISK 5 TIMES.

5 4 3 2 1

GO

THE CYLINDER CAN BE FILLED UP TO 5 MINUTES,

FOR A MAXIMUM OF 4 TIMES.

KIRUMA SOUICHI'S SAFE STRATEGY CAN ONLY BE 100% SAFE

5 4 3 2 1

KIRUMA SOUICHI

HOWEVER, WITH ALREADY 24 SECONDS ACCUMULATED,

THE SAFE STRATEGY LEFT!

KIRUMA SOUICHI NOW HAS 4 USES OF

EVERYONE KNOWS ABOUT THE SAFE STRATEGY OF TURNING AROUND AT EXACTLY 1 MINUTE!

HUH?

I SEE! THAT'S WHAT MARCO THOUGHT !!

BUT, THAT STRATEGY CANNOT BE USED INFINITELY!!

瞳孔いき。


MEANING...
IF YOU MISS WHILE HAVING 4 MINUTES OF NEAR-DEATH DRUG IN YOUR CYLINDER, IT WILL BE AN INJECTION OF 5 MINUTES AFTER ADDING 1 MINUTE FROM THE PENALTY.
A ONE-SHOT KILL...
THE PENALTY FOR A MISSED "CHECK"
WILL ADD 1 MINUTE OF NEAR-DEATH DRUG BEFORE INJECTION.
IT'S 4 MINUTES...
HE'LL MAKE IT ACCUMU-LATE...
MADARAME BAKU WILL MAKE KIRUMA SOUICHI'S CYLINDER ACCUMULATE UP TO 4 MINUTES.
IS A RED ZONE WHERE IT'S NOT ALLOWED TO MAKE ANY MISTAKES NOR TRANSFER THE DRUG TO YOUR BODY.
4 MIN-UTES

THE GOAL IS TO MAKE KIRUMA ACCUMULATE 4 MINUTES.

THAT IS BAKU-SAN'S OBJECTIVE FROM NOW ON!!

A PREDATOR WILL SHOW ITS FLAW WHEN IT GOES TO FINISH ITS PREY

BOTH OF THEM HAVE IMMERSED THEMSELVES INTO THEIR STRATEGIES.

AND MISSED SOMETHING THEY SHOULD'VE NOTICED.

STRANGELY BOTH OF THEM ARE THINKING THE SAME THING RIGHT NOW

THAT BOTH OF THEM DIDN'T NOTICE.

AND THERE ARE DIFFERENT THINGS

BOTH OF THEM ARE LOOKING AT DIFFERENT THINGS.

THEY ARE LOOKING AT TOTALLY DIFFERENT THINGS RIGHT NOW

AT THE SCENE.

TO THE MAXIMUM.

THERE ARE SOME "MIRACLES" THAT CAN ONLY BE GRASPED BY THE ONES WHO'VE POLISHED THEIR LIMITED SENSES

BUT.

THERE IS ALSO SOME INFORMATION THAT CAN ONLY BE GRASPED BY THE ONES

TICK

TICK

THE ONES WHO ARE STRAINING THEIR EARS IN ORDER TO HEAR THE SOUNDS.

THEY ARE TRYING TO IMAGINE THE SITUATION THROUGH THE INFORMATION THEY HEAR.

I WILL WIN!

AND ONE OF THEM

WILL REALIZE

THAT HE WAS WRONG -

CHAPTER 502
MAN OF THE NECK

HE HAS A CUTE FACE.

ALTHOUGH HE HAS A WEIRD LOOKING MOUTH,

ALTHOUGH NO ONE AROUND HIM COULD NOTICE IT

TO ASK WHY,

HE HAS A SECRET.

EVERY

SINGLE

DAY.

HE'S BEEN TRAINING THEM

IT'S BECAUSE ALL HE DOES IS TRAIN HIS MUSCLES.

HOW-EVER,

HE KEEPS ON TRAINING HIS NECK SO THOROUGHLY AND PERSISTENTLY

HE ONLY TRAINS HIS NECK.

JUST LIKE HOW SOMEONE FEELS WHEN THEY SEE A COCKROACH

HE'S CLEAR-CUT AND STRAIGHT-FORWARD.

ANY-WAY,

HE'S THE KIND OF GUY YOU CAN'T HATE.

WHY ONLY THE NECK?

RIGHT?

ANYONE WOULD ASK THE SAME QUESTION.

WHAT?

THIS IS MY HOME, HAL-KUN.

TOO MUCH HASSLE, DON'T GET ME INVOLVED.

I JUST REMEMBERED SOMETHING IMPORTANT.

HAL...

10日

I THINK THAT'S HIS NAME.

RIGHT,

MASU KIJUUIN?

IS THERE REALLY SOMEONE WITH SUCH A NAME?

NEVER MIND.

SO, MASU ANSWERED THE QUESTION.

OKAY, DON'T TELL ANYONE.

...

YOU ASKED ME WHY I ONLY TRAIN MY NECK?

DO YOU KNOW THIS RUMOR?

?

MASU WAS SENTENCED TO DEATH.

IN OTHER WORDS, YOU CAN START A SECOND LIFE IF YOU SURVIVE THE HANGING.

THE DEATH PENALTY FOR THIS COUNTRY IS... HANGING.

IF YOU DO NOT DIE

AFTER YOU'RE HANGED DURING THE EXECUTION,

THE PENALTY WILL BE DEEMED AS EXECUTED.

WHICH MEANS, YOU'LL LIVE ON AS A "DEAD PERSON".

THAT'S WHY I TRAIN MY NECK.

PEOPLE STARTED THINKING:

"MAYBE HE CAN ACTUALLY PULL IT OFF...?"

BUT MASU'S NECK

BECAME AS STRONG AS A LOG DUE TO HIS DAILY TRAINING.

NOBODY BELIEVED IT.

IF YOU ARE HANGED.

THEY ALL THOUGHT THAT YOU'D DEFINITELY DIE

THE STORY OF THE HANGING IS JUST A RUMOR. MASU IS GOING TO DIE...

NOT AT ALL.

THEN WHY DO YOU CARE SO MUCH ABOUT WHAT HAPPENED TO HIM?

NO CHANCE?

WHAT HAPPENED TO MASU?

WHAT DO YOU THINK? DO YOU THINK MASU HAD A CHANCE?

THEN?

AH~

嘘喰い⑮。

FUKUROU ACCEPTED THE MATCH.

USOGUI,

IT'S BECAUSE THERE'S A SMALL HOPE THAT PEOPLE HAVE EXPECTATIONS... AND ARE UNWITTINGLY ATTRACTED BY "GAMBLING".

ARE... ARE YOU GOING TO HAVE A MATCH WITH FUKUROU...?

HAL,

/

IF YOU AGREE, YOU CAN DECIDE THE TIME AND THE LOCATION.

THE CONDITION IS POKER.

IT'S NOT AS CHARMING AS MASU'S HANGING.

BUT THE CHANCE OF WINNING IS MUCH HIGHER.

YOU WANNA SEE IT?

FUKUROU VS ME.

C1

...

YOU'RE GETTING TOO COCKY.

DO YOU REALLY HAVE A HIGHER CHANCE TO WIN?

YOU CAN TAKE ADVANTAGE OF IT.

AND I THINK IT'S "KINDNESS".

I CAN FEEL THAT FUKUROU HOLDS SOME KIND OF FEELING FOR YOU SINCE YOU'RE BOTH GAMBLERS.

IF YOU'RE STILL GOING TO FIGHT HIM...

IN ORDER TO DEFEAT THE PRINCE BEE, THE RIVAL PRINCE TOOK ADVANTAGE OF THEIR FRIENDSHIP TO SET UP A TRAP.

YES.

TALKING ABOUT THE DUEL SCENE IN CHAPTER 2 OF "THE PRINCE BEE"?

ARE YOU

DIDN'T HE STILL LOSE AND COULDN'T GO BACK TO WHERE THE 3RD KING WAS?

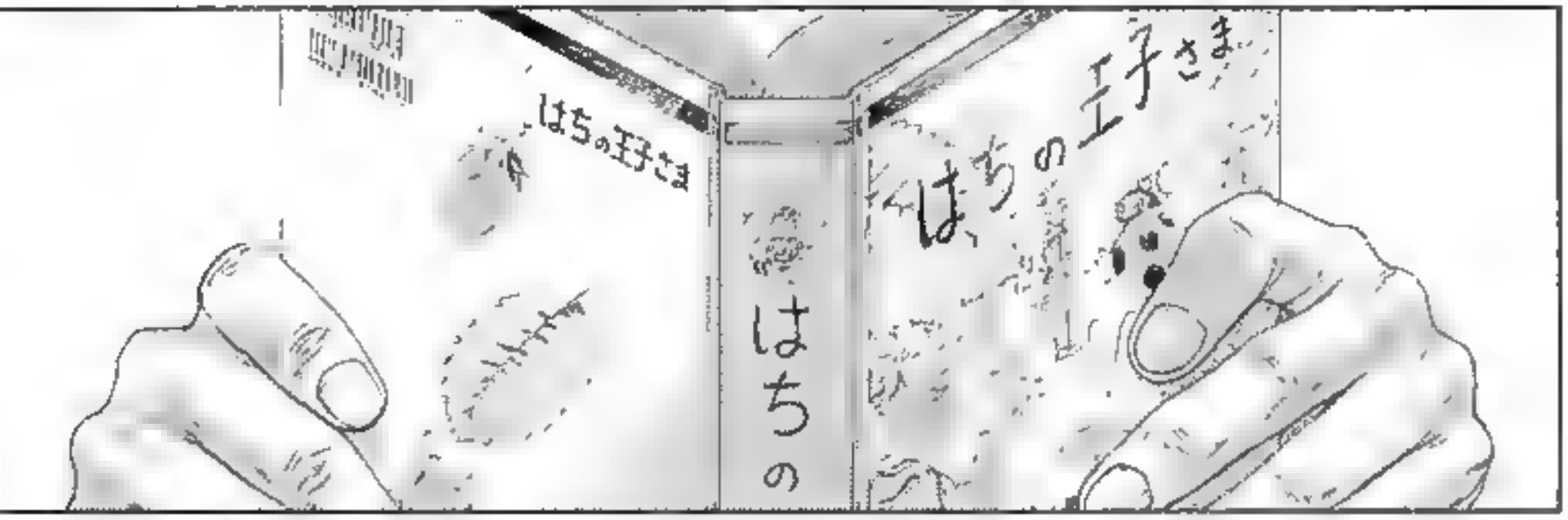
ALTHOUGH THE RIVAL PRINCE TRIED TO TRICK THE PRINCE BEE,

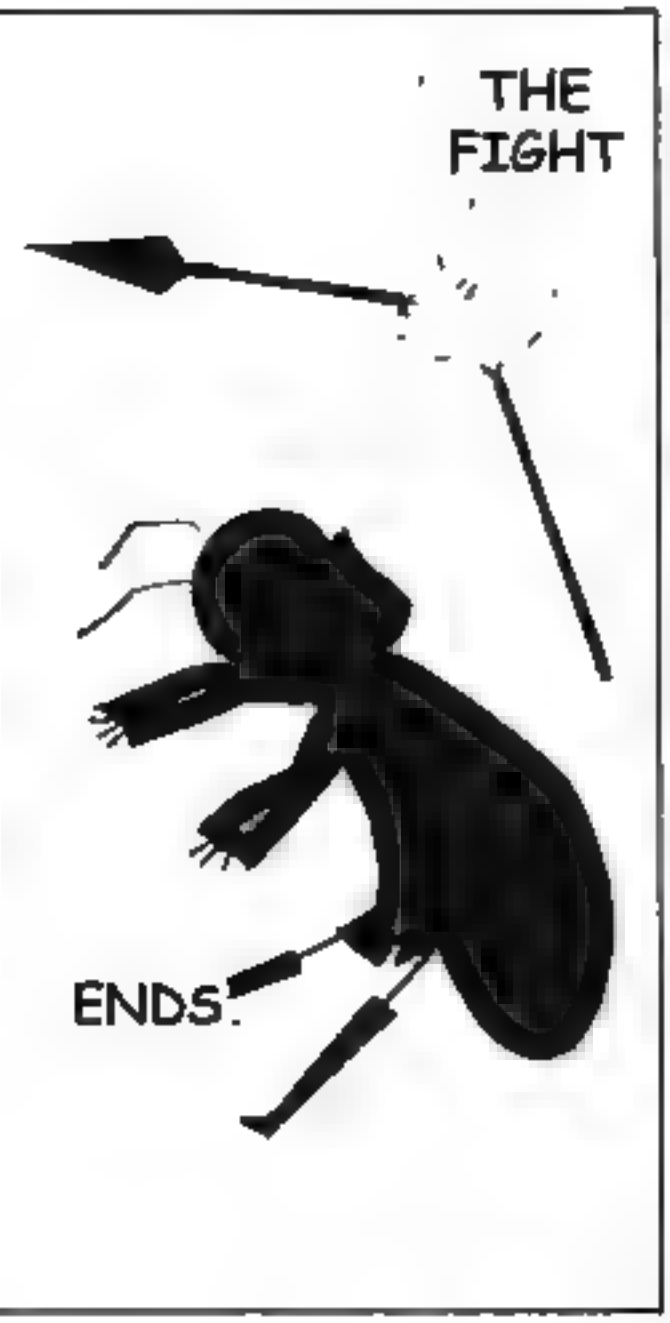
YOU MISUNDER-STOOD

BUT HOLD ON,

嘘吐いた。


IT LOOKS LIKE THAT, BUT IN FACT,
THE PRINCE BEE LOST.
THE ONE WHO WENT BACK TO MEET THE 3RD KING WAS THE RIVAL PRINCE
NO, I'M PRETTY SURE IT'S NOT LIKE THAT.


はちの王子さま
はちの王子さま
はちの


THE FIGHT
ENDS.



THE PRINCE BEE.

THE WINNER IS

THE ONE WHO WENT TO MEET THE 3RD KING WAS THE PRINCE BEE. I WAS RIGHT.

THE RIVAL PRINCE WHO TRIED TO SET UP A TRAP LOST.

SEE?

…

"SO YOU ARE THE ONE THAT CAME"

"AND ARE YOU SAID"

DON'T TRY TO PLAY DUMB, OKAY?

HUH?

WAIT A MINUTE... 100... STAGE 100?

SO,

100面

IT'S JUST LIKE WHAT I SAID.

…

WERE THERE EVEN 100 STAGES IN THIS GAME...? ISN'T THIS WEIRD?

BY THE WAY, ARE YOU THAT GOOD?

AND ALSO THE THINGS ABOUT FUKUROU.

YOU WERE ALSO THE ONE WHO BROUGHT UP THE HANGING THING.

YOU WERE THE ONE WHO ASKED FOR OPINIONS, AND THE ONE WHO ANSWERED THEM.

SQUIRT

SQUIRT

YOU WERE THE ONE

WHO SAID THE PRINCE BEE LOST.

AND THEN YOU MADE A MISTAKE.

ANSWER MY QUESTIONS AS IF YOU KNEW FUKUROU.

"SO YOU ARE THE ONE THAT CAME"

AND THEN THE 3RD KING SAID:

WHO WAS HIDING HIS IDENTITY.

NOR WOULD YOU.

SO, I'D NEVER ASK YOU ABOUT FUKUROU.

AT THAT TIME, I DIDN'T KNOW YOUR REAL IDENTITY.

"SO YOU ARE THE ONE THAT CAME."

THE 3RD KING SAID

THUD

YOU COULD'VE JUST DIED...

PEACE-FULLY...

I COMP-LETELY TURNED INTO...

THUD

WHAT A WASTE.

THUD

LOOK CLOSELY.

WHO WAS I TRYING TO TURN INTO?

THUD

AT WHO YOU ARE.


I DIDN'T EXPECT YOU WOULD COME...

*SFX:THUD

GASP

...

FOR 1 MINUTE AND 24 SECONDS.

LEADER, YOU JUST DIED

!

YOU FAILED TO "CHECK" IN THE 2ND HALF OF THE 2ND ROUND.

CHAPTER 503

2 STRANGE FEELINGS

LEADER,

YOU JUST DIED.

I...
DIED...

DID I LOSE
TO THIS MAN?

CHAPTER 503
2 STRANGE FEELINGS

LEADER HAS BEEN...

LE-

...

RE-

REVIVED .....

HOW EXACTLY DID HE LOSE...?

DON'T YOU REMEMBER?

YES.

I... FAILED TO "CHECK"...

IT'S PROBABLY BECAUSE OF THE SIDE EFFECTS OF THE NEAR-DEATH. YOU'LL REMEMBER IT GRADUALLY.

STARTED,

AFTER THE 2ND ROUND, 2ND HALF,

AT THE 5TH SECOND.

YOU FAILED TO "CHECK"

ALTHOUGH HE CAME BACK,

BAKU-NIICHAN DEFEATED THAT GUY WITH A MOLE, RIGHT, KAJI!?

NOT EXACTLY. NO...

BUT,

INDEED, KIRUMA FAILED TO "CHECK".

WHY IS THAT, KAJI?

THE ACCUMULATION OF HIS NEAR DEATH DRUG

WAS ALSO RESET.

ACCUMULATION

DARAME BAKU

NEAR-DEATH

5 4 3 2 1

KIRUMA SOUICHI

1 2 3 4 5

EMPTIED!

HIS CON-TAINER WAS

!!

IS USING THE SAME STRATEGY AS BAKU-SAN...?

WHAT IF KIRUMA SOUICHI...

BUT IT SIMPLY MEANS THAT HE WENT BACK TO THE SAME SITUATION AS USOGUI!! WE CAN SAY THAT HE MADE A LOW-RISK HIGH-REWARD BET.

LEADER FAILED...

I...

I...

IT'S GOING TO BE 8:25:30 AM.

"A DELIBERATE FAILURE WHERE HE KNEW HE MIGHT FAIL"...?

WAS THE "FAILURE" THIS TIME

THIS MINDGAME RIVALRY MIGHT START TO MASSIVELY TIP TOWARDS ONE SIDE.

DEPENDING ON WHICH ONE IT IS.

OR WAS IT A FAILURE WHERE HE

"WENT ALL-IN AND LOST"?

THE 3RD ROUND

LEADER,

WILL START AT 8:26:00 AM.

THE SAME CONDITION WAS APPLIED TO USOGUI.

THE INTERVAL IS ONLY ABOUT 2 MINUTES?

DIDN'T LEADER JUST REVIVE?

30 SECONDS LATER!?

THE GAME HAS TO START AT 0 SECONDS, SO THERE WILL BE SOME DEVIATION.

ALTHOUGH THE TIME BETWEEN THE NEAR-DEATH AND THE REVIVAL IS ALREADY DECIDED,

INTERVAL
2'10"

NEXT TURN STARTS
26:00

REVIVAL COMPLETES
23:50

ABOUT 2 MINUTES

THE TIME BETWEEN THE REVIVAL AND THE NEXT TURN IS ABOUT 2 MINUTES.

BUT, YOU CAN ALSO SAY THAT IT'S WEIRD THAT THIS MATCH HASN'T ENDED YET...

IT SHOULDN'T TAKE MORE THAN AN HOUR TILL THE MATCH ENDS.

IT'S BEEN ABOUT 13 MINUTES SINCE THE BEGINNING, HUH .

DIED ONCE

DIED ONCE

THIS IS A MATCH THAT WILL END UPON ONE'S DEATH.

THEY STRUGGLED, AND CAME BACK TO LIFE--

AND THEN,

AND BEEN KILLED ONCE.

THEY HAVE ALREADY KILLED

3RD ROUND 1ST HALF

...IN ORDER TO PUT AN END TO THIS FIGHT...

MADARAME D.&L. "C"

KIRUMA SOUICHI, "D"

DONG!!

BEEP

BEEP

BEEP

IS WHO CAN RESET HIS CYLINDER MORE AND USE THE "SAFE STRATEGY" MORE.

THE KEY TO THIS MATCH,

IT'S THE SIGNAL!!

ACCUMULATION

DARAMB BAKU

KIRUMA SOUTCHI

JUDGING FROM THE ACCUMULATION, LEADER HAS THE ADVANTAGE SINCE HE JUST RESET HIS CYLINDER.

IT'S OBVIOUS THAT THE ONE WHO RESETS THE CYLINDER FIRST WILL HAVE A SMALLER ADVANTAGE THAN THE ONE WHO DOES IT LATER!!

THE ONE WHO DIES FIRST WILL HAVE THE DISAD-VANTAGE.

IF THEY'RE BOTH PLANNING TO DIE TWICE,

FOR BAKU-SAN TO DIE...?

WHEN IS THE BEST TIMING

WITHIN 4 MINUTES!!

MADARAME BAKU

1 2 3 4 5

1 MINUTE

WITHIN 4 MINUTES

SINCE BAKU-SAN HAS DIED FOR 1 MINUTE, THE AMOUNT OF TIME HE CAN DIE FOR IS...

HOW MUCH MORE TIME CAN HE ACCUMULATE?

FROM NOW ON,

1 2

25 SECONDS

MADARAME BAKU

BUT THERE ARE 25 SECONDS IN HIS CYLINDER.

AFTER ADDING THE "1 MINUTE PENALTY" WHEN HE FAILS TO "CHECK", THE TIME WILL BE "WITHIN 4 MINUTES".

5 4 3 2 1

PENA-LTY

2 MINUTES 35 SECONDS

+25 SECONDS

MADARAME BAKU

IT'S "WITHIN 2 MINUTES AND 35 SECONDS"! WITH THAT, THE ACCUMULATION WILL BE "WITHIN 3 MINUTES".

MADARAME BAKU

1 2 3 4 5

1 MINUTE

1 MINUTE OF PENALTY

2 MINUTES 35 SECONDS

25 SEC

AND THE TOTAL AMOUNT WILL BE ABOUT 5 MINUTES!! THEORETICALLY, THAT'S THE BEST SCENARIO.

HOW MANY TIMES YOU CAN USE THE "1-MINUTE SAFE STRATEGY".

INDEED, THE KEY TO THIS MATCH IS

...

WHAT A WEIRD SAYING... I'M SURE HE'S AWARE OF IT TOO.

IF IT GOES ON LIKE THIS,

USOGUI CAN USE THE "1 MINUTE CHECK" 4 TIMES.

5 4 3 2 1

MADARAME BAKU

CONSIDERING THAT HE HAS A LIMIT OF 2 MINUTES AND 35 SECONDS, THE NUMBER OF TIMES HE CAN USE THE "SAFE STRATEGY" IS...

BUT... JUST LIKE WHAT KAJI SAID,

TWICE AT MOST.

5 4 3 2 1

PENA-LTY

MADARAME BAKU

HE CAN USE IT 5 TIMES FROM THEN ON.

AND AFTER HE RESETS THE CYLINDER,

THE BEST TIMING FOR BAKU-SAN TO DIE

IS WHEN THE CYLINDER HAS ABOUT 2 MINUTES AND 35 SECONDS OF THE NEAR-DEATH DRUG.


5 4 3 2 1
PENA-LTY
LIMIT
MADARAME BAKU
IF HE DOES,
ACCUMULAT
THE NEAR-DEATH WILL NO LONGER BE A RESET,
BUT DEATH...
ONCE HE EXCEEDS THE LIMIT... IT'S OVER.
1 2 3 4 5
PENA-LTY
LIMIT
MADARAME BAKU
NOT TO EXCEED THE LIMIT.
HE HAS TO BE CAUTIOUS NOT TO RESET BEFORE THE OPPONENT DOES...
AND ALSO,
1. "THE 1-MINUTE SAFE STRATEGY", WHICH YOU CAN ONLY DO A LIMITED NUMBER OF TIMES.
THERE ARE 3 GENERAL OPTIONS.
IT'S GOING TO BE 8:26:10 AM.
ANYWAY, FOR USOGUI, THE BEST OPTION THIS TIME IS THE "SAFE STRATEGY"
WE, WHO ARE RELYING ON SOUND ONLY, CAN ONLY THINK THIS FAR.
THERE'S VISUAL INFORMATION FOR THE PEOPLE AT THE SCENE.
"THE SAFE CHECK".
BUT TURN YOUR HEAD AT ABOUT 30 SECONDS TO PLAY SAFER,
2. TRY TO GUESS THE OPPONENT'S THOUGHTS,
1 MIN-UTE
START
"THE INSTANT CHECK".
3. BELIEVING THAT THE TIME IS NOW,
1 MIN-UTE
START

I CAN SENSE 2 THINGS THAT ARE OFF.

.....

SOME-THING THAT ONLY I SAW.

LEADER, WHO TURNED HIS HEAD TO CHECK THE FLOOR.

AND USOGUI, WHO SAW THAT.

AT THAT TIME,

I WONDER IF IT'S BECAUSE THE ENEMY WASN'T LOOKING AT HIM...

HE...

SHOWED AN EXPRESSION OF ASTONISH-MENT FOR AN INSTANT.

EXACTLY WHAT HAPPENED AT THAT TIME?

DID SOMETHING OUTSIDE HIS EXPECTATIONS HAPPEN?

.....

OR SOMETHING ELSE?

WAS IT BECAUSE KIRUMA SOUICHI USED THE SAME STRATEGY AS HE DID...?

THE 3RD ROUND

WILL START AT 8.26:00 AM.

LEADER,

WHAT EXACTLY... DID LEADER DO!?

MY "1-MINUTE SAFE STRATEGY"

IS NOT SAFE ANYMORE?

WHAT SHOULD I DO?

HE STOPPED IT.

...

DON'T TELL ME

WHEN HE STOPPED EXAGGERATING

THAT GUY REALLY HAS ALREADY...

THE FEAR AGAINST THE ENEMY IN HIS MIND.

THE DEAD MAN STARTED MOVING.

GRADUALLY RETRIEVING THE TRUTH

OF HIS PREVIOUS FAILURE.

ALREADY DICE FOR 1 MINUTE + 1 MINUTE OF PENALTY

2 MINUTES 35 SECONDS

BAKU-NIICHAN STILL HAS ROOM FOR 2 MORE MINUTES.

CHECKING AT THE VERY LAST SECOND WILL RESULT IN ADDING IN A MAXIMUM OF 1 MINUTE.

MARCO IS STARTING TO GET IT SOMEHOW

ANY "CHECK" AT PRECISELY 1 MINUTE WILL ALWAYS BE SUCCESSFUL.

1 MIN

START

THE PROBLEM IS THAT IF THE HANDKERCHIEF IS DROPPED AT THE VERY BEGINNING, THE MAXIMUM AMOUNT OF 1 MINUTE WILL BE ACCUMULATED.

BUT AS LONG AS THERE IS STILL ROOM IN YOUR CYLINDER, IT IS STILL SAFE TO DO SO.

2 MORE USES WHERE HE'LL BE PERFECTLY SAFE!!

SO HE STILL HAS 2 MORE USES TO GO!!

BAKU-SAN...

THE SAFE STRATEGY, "CHECKING AT 1 MINUTE".

THE KEY IS HOW YOU USE THIS STRATEGY.

CHAPTER. 504: WHAT MUST BE AVOIDED AT ANY COST

SO, USING THE "1 MINUTE SAFE STRATEGY" IS ACTUALLY THE SMARTEST CHOICE AT THIS MOMENT.

NOW, WHAT BOTH PLAYERS MUST AVOID THE MOST IS FAILING THEIR CHECK BEFORE THE OTHER.

AFTER ALL, IT IS ALREADY SO RISKY TO DROP THE HANDKERCHIEF RIGHT AT THE BEGINNING, SO ACCUMULATING 1 MINUTE CAN'T HAPPEN OFTEN...

SO HE WILL DROP THE HANDKERCHIEF IMMEDIATELY AT THE START!!

TO COUNTER THE SAFE STRATEGY!!

AND OF COURSE, LEADER KNOWS THAT USOGUI WILL WANT TO USE THE SAFE STRATEGY.

IT'S GOING TO BE 8:26:20 AM.

TICK

TICK

IF THE OPPONENT DROPS IT IMMEDIATELY, JUST TURN AROUND IMMEDIATELY!!

THEN TURN AROUND!!

WAIT FOR THE OPPONENT TO SELF DESTRUCT!!

IF THE OPPONENT LOOKS LIKE HE WILL TURN AROUND, THEN JUST WAIT.

ON THE GROUND ALREADY!?

IS THE HANDKER-CHIEF

WHICH...

WHICH ONE...?

IT'S GOING TO BE 8:26:30 AM.

TICK

TICK

TICK

IT'S THE TIME WHEN BOTH PLAYERS MADE A MOVE DURING THE 1ST AND 2ND ROUND...

30 SECONDS!! IT'S NOW THE "LOW-RISK" ZONE.

IN HIS HAND?

ON THE GROUND?

THE HANDKERCHIEF NOW?

WHERE IS

WHAT ARE YOU WITNESSING RIGHT NOW?

YAKOU,

CHAPTER 504
WHAT MUST BE AVOIDED AT ANY COST







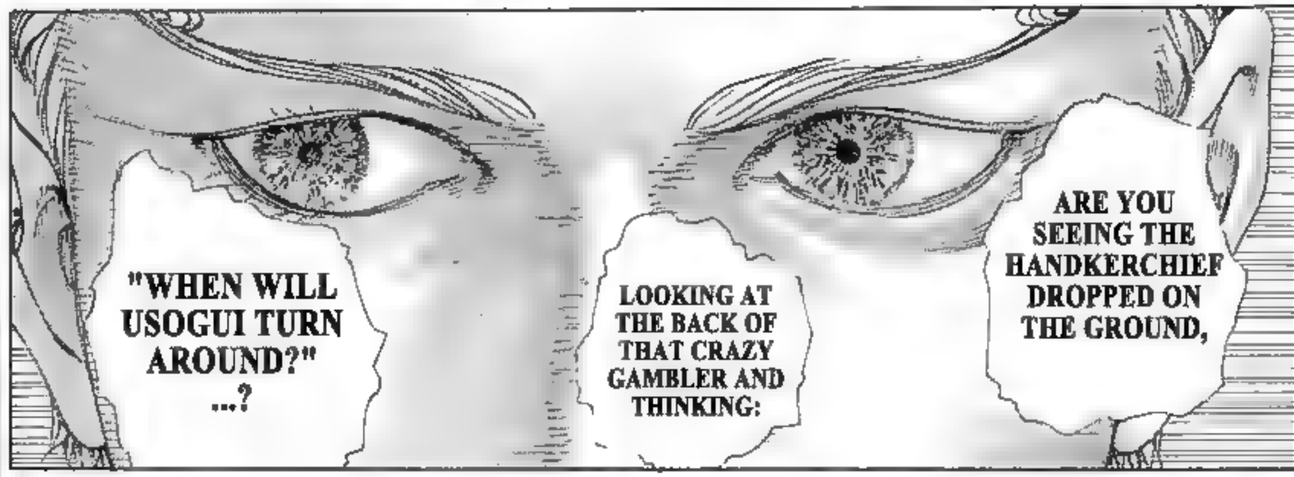


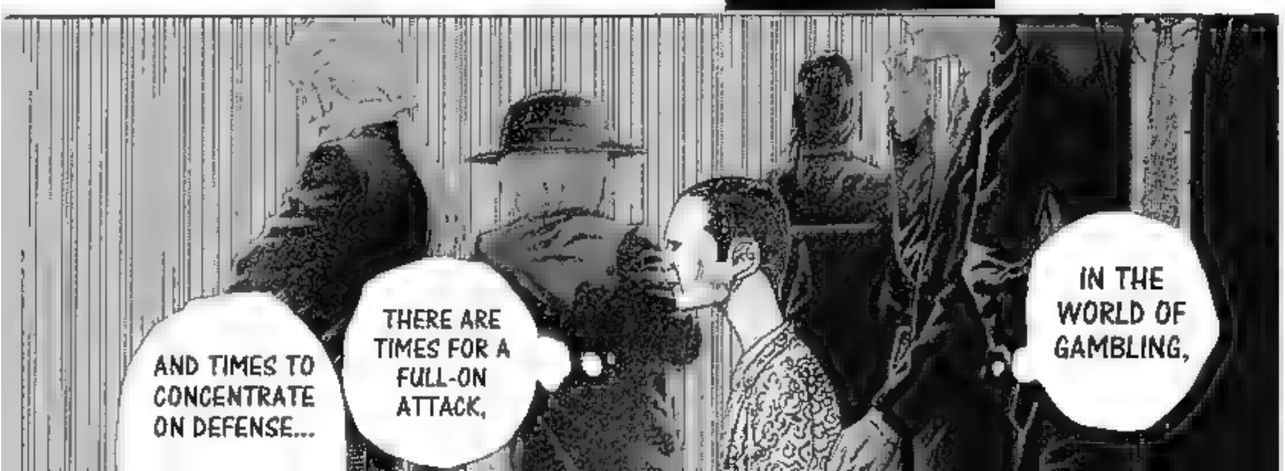




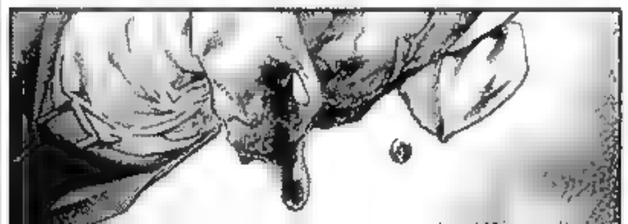





"WHEN WILL USOGUI TURN AROUND?" ...?
LOOKING AT THE BACK OF THAT CRAZY GAMBLER AND THINKING:
ARE YOU SEEING THE HANDKERCHIEF DROPPED ON THE GROUND,








AND WOND-ERING IN YOUR MIND:
AND WAITING FOR USOGUI TO SELF DESTRUCT,
OR ARE YOU LOOKING AT KIRUMA, WHO'S STARING AT THE HANDKERCHIEF IN HIS HAND

A GAMBLER TAUGHT ME THOSE WORDS...

AT THAT TIME AFTER THE WAR...

I REMEMBER...

FOLDING.

AND WILL ATTACK MORE AND MORE AGGRESSIVELY... AS MUCH AS HE WANTS.

HOWEVER, THE ENEMY WILL BECOME EERIE IF HE THINKS YOU FOLDED JUST TO "PROTECT YOURSELF".

THERE ARE TIMES WHERE ONE WILL LOSE IF HE DOESN T FOLD.

DEFENDING YOURSELF WITHOUT MAKING IT SEEM LIKE YOU ARE DEFENDING.

YOU NEED TO MAKE THE OPPONENT THINK YOU ARE ATTACKING.

ESPECIALLY WHEN FOLDING,

THERE WILL BE MORE AND MORE LOSSES .. AS A RESULT OF OPENING A PATH TO YOUR ENEMY

"THAT'S WHAT IT SEEMS LIKE... BUT!!"

"USOGUI WILL USE THE 'SAFE STRATEGY' TO DEFEND THIS TIME..."

MEANING, TO DRIVE THE WEDGE INTO THE OPPONENT'S MIND.

COULD IT BE THAT HE'S NOT REALLY DEFENDING, BUT ACTUALLY ATTACKING?"

THEN, RIGHT NOW, THE HANDKERCHIEF IS STILL IN KIRUMA SOUICHI'S HAND...!!

IF USOGUI HAS PLANTED THE IMAGE OF HIMSELF INTO KIRUMA'S MIND,

THE THINGS THAT HAVE BEEN CARVED DURING THE FIRST AND SECOND ROUND WILL SHOW UP IN THIS THIRD ROUND.



AND HE ISN'T TURNING AROUND...?

OR IS IT THAT...

HE ISN'T DROP-PING IT...

TURN AROUND?

AND HE CAN NOT AFFORD TO

HE CAN NOT AFFORD TO DROP IT.

THERE'S NO REASON TO TAKE THE BAIT AND TURN AROUND NOW!! HE WILL TURN AT EXACTLY 1 MINUTE!!

40 SECONDS HAVE ALREADY PASSED!!

NONE...

IF LEADER HASN'T DROPPED THE HANDKERCHIEF YET, HE SHOULD DROP IT RIGHT NOW!! USOGUI IS DEFINITELY USING THE SAFE STRATEGY THIS TIME!!

THERE IS NO "1-MINUTE SAFE STRATEGY" THAT WILL MAKE ME SAFE...

FOR ME, RIGHT NOW,

TICK

TICK

TICK

USOGUI WILL NOT TURN AROUND UNTIL 1 MINUTE...

LEADER HASN'T DROPPED THE HANDKER-CHIEF YET...

TICK

IT'S GOING TO BE...

DON'T TURN AROUND... NEVER...

AFTER HAVING MANAGED TO WAIT ALL THAT TIME WITHOUT TURNING AROUND!!

THERE IS ONLY ONE WAY OF LOSING THAT COULD CAUSE TREMENDOUS DAMAGE TO BAKU-SAN.

THAT IS WHAT HE MUST AVOID AT ALL COSTS!!

THAT IS TO FAIL A CHECK RIGHT NOW, AND DYING,

50 SECONDS !!

IT'S THE "1-MINUTE SAFE STRATEGY" FOR SURE!!

A GAP WILL DEFINITELY APPEAR THAT'S WHAT A GAMBLE IS

HOW STRONG THE TWO PEOPLE WHO ARE FACING OFF ARE... THERE ARE NO EXCEPTIONS

NO MATTER

WILL DEFINITELY END UP SHOWING EITHER HEADS OR TAILS.

A COIN THROWN IN THE AIR

08:26:...

...50 AM.

NOW.

NO...

FOR HOW MANY SECONDS HAVE I BEEN HOLDING ONTO IT LIKE THIS_?

IT'S GOING TO BE

8:27:00 AM.

DROP IT NOW!!

I EVEN WENT AS FAR AS DYING, IN ORDER TO RESET THE CYLINDER

DROP IT.

ON WAITING FOR THE OPPONENT TO SELF DESTRUCT.

WASTING HIS TIME

ALLOWING A SUCCESSFUL CHECK WITHOUT EVEN BEING ABLE TO ACCUMULATE THE NEAR DEATH DRUG IN THE CYLINDER.

THERE IS ALSO A WAY OF LOSING THAT PROVIDES THE HIGHEST DAMAGE TO "D'S" MENTALITY.

TOO LATE.

BEEP

HE DROPPED THE HANDKER-CHIEF

BEEP


THAT'S THE PINNACLE OF GAMBLING!!
DRIVE THAT WEDGE!!
MAKING YOURSELF INTO A SCARY PRESENCE INSIDE THE OPPONENT'S MIND!!
DONG!!

FINALLY DISAPPEARED.

WHEN THE DARK CLOUDS ANNOUNCED BY HIS PREVIOUS NEAR-DEATH

.....

AND THEN.

HE FINALLY RETRIEVED THE TRUTH WHICH HE REACHED DURING THE NEAR DEATH.

I CHALLENGED HIM... AND LOST...

I LOST...

I WAS PLANNING ON READING HIM AND WINNING PERFECTLY...

NO...

AT THAT TIME... I DIDN'T DO THE "EARLY CHECK" IN ORDER TO MAKE MY SITUATION THE SAME AS HIM, WHO DIED FIRST..

EVERYTHING IN FRONT OF HIM WENT DARK ONCE AGAIN.

CHAPTER 505
SAYING ONE THING AND DOING ANOTHER

BAKU-SAMA

SUCCESS-FULLY "CHECKED"!!

AS I THOUGHT.

HE CHECKED AT ONE MINUTE EXACTLY!!

HOW MANY SECONDS OF NEAR-DEATH DRUG GOT ACCUMU-LATED!?

HOW-

HOW MANY SECONDS !?

...

THE SQUANDERED TIME IS...

4 SECONDS !!

ALMOST NO DRUG WAS ACCUMULATED...

.....

KA... KAJI... THAT MEANS...

ONLY 4 SECONDS!!

KIRUMA, WHO WAS WAITING FOR BAKU-SAN TO SELF DESTRUCT WITHIN 1 MINUTE...

4 SEC

HAD BEEN READ BY BAKU SAN, AND WASTED HIS TIME UNTIL THE LAST MOMENT.

MEAN-ING!?

IN OTHER WORDS,

IN ADDITION TO CHECKING SUCCESSFULLY,

THAT IS THE BEST WAY TO WIN FOR "C"!!

THE VOLUME OF NEAR DEATH DRUG ACCUMULATED WAS SO SMALL!!

THERE'S NOTHING SO OBVIOUS OR POINTLESS

SUCH A THING...

"D" WOULD WANT TO AVOID THE MOST!!

AT THE SAME TIME, IT WAS THE TYPE OF LOSS

TO SAY AS "HINDSIGHT IS 20/20".

FROM A MAN WHO HAS NO RETREAT.

I COULD SEE A MAD DETERMI-NATION

I WOULDN'T HAVE BEEN ABLE TO DROP IT EITHER.

IF I WAS IN LEADER'S SHOES.

THE SAME THING

I WONDER IF LEADER ALSO SAW IT...?

I SAW...

JUST AS IF...

WOULD BE DISCOVERED THE SECOND IT WAS DROPPED.

THE HAND-KER-CHIEF

AS IF THERE WERE NO MORE SAFE STRATEGIES LEFT FOR HIM.

A STATE OF TENSION SWIRLED AROUND USOGUI.

IT WAS LIKE...

CHAPTER 505
SAYING ONE THING AND DOING ANOTHER

BEAUTI-FUL!!

THAT'S EXACTLY THE EPITOME OF GAMBLING!!

DEFENDING WITHOUT RETREATING!!

AND BAKU-SAN NOW HAS THE OPPORTUNITY TO WIDEN IT EVEN MORE!!

THE GAP BETWEEN THEM WILL WIDEN FURTHER!!

WE CAN ALMOST SAY THERE WAS NO SQUANDERED TIME ACCUMULATED THIS TIME!!

5 4 3 2 1

29 SECONDS (25+4)

MADARAME BAKU

1 2 3

ACCUMULATION

NEAR-DEA

5 4 3 2 1

KIRUMA SOUICHI

1 2 3

THE SAFE STRATEGY TWICE!!

5 4 3 2 1

RESET

MADARAME BAKU

1 2 3

BAKU-SAN CAN STILL SAFELY USE

SOME-HOW,

THIS MAN HAD A DIFFERENT TRAIN OF THOUGHT THAN THE ONES SURROUNDING HIM.

ANY SAFE STRATEGIES ANYMORE.

I DON'T HAVE...

NONE...

THERE'S NOT REALLY A "SAFE" STRATEGY LEFT FOR HIM.

BUT THE FEELING THE REFEREE SENSED WAS CORRECT

NO ONE CAN KNOW WHY YET...

I WILL BE WATCHING EVERYTHING UNTIL THE END...

THERE IS SOMETHING...

THERE'S DEFINITELY SOMETHING...

...

USOGUI...

WHERE YOKOI,

WHAT IF IT WAS A SITUATION,

S NOT LDING PHONE IMSELF?

SUCH ...

SUCH A MAN LIKE YOU WOULD ...

ERE RE INGS AT...

HACHI NA...

YOU'LL LOSE.

YOU...

HACHI-NA...

I CAN'T EVEN...

I CAN'T EVEN IMAGINE ...

ARE YOU REALLY THE ONE FROM THAT TIME...?

IS THAT REALLY YOU?

WE WILL START THE 2ND HALF OF THE 3RD ROUND AT 8:28:00 AM.

THEN,

3RD ROUND, 2ND HALF

"C" KIRUMA SOUICHI

"D" MADARAME BAKU

IT IS NOW TIME FOR USOGUI TO GO ON THE OFFENSE...

A BEAUTIFUL CHANCE TO ATTACK CONSECUTIVELY!!

FOR "D", THE BEST STRATEGY IS DEFINITELY THE "LOW RISK DROP".

AFTER ALL, HE CAN TARGET A NEAR-DEATH PENALTY WHILE AT THE SAME TIME ACCUMULATE A DECENT VOLUME OF SQUANDERED TIME.

1 MIN

START

BATTLING HEAD-ON AND TRYING TO ACCUMULATE A HIGH VOLUME OF SQUANDERED TIME,

WILL HE DO A "QUICK DROP",

1 MIN

START

DROPPING THE HANDKERCHIEF AT THE MIDPOINT AFTER BAITING THE OPPONENT TO SELF DESTRUCT,

OR A "LOW RISK DROP"

1 MIN

START

OR A "KILLING DROP", BAITING THE OPPONENT TO TURN AROUND AND FAIL TO CHECK UNTIL THE LAST SECOND?

EASILY SHIFT INTO A "KILLING DROP", DUE TO A LACK OF DECISIVENESS.

HOWEVER, A "LOW RISK DROP" CAN ALSO

IT IS EASIER TO PULL OFF A RISKY STRATEGY THAN IT IS FOR "C".

BECAUSE "D" WILL NOT END UP DYING IN HIS TURN.

EVEN THOUGH A "KILLING DROP" COMES WITH HIGH RISK, IT'S NOT LIKE "D" WILL RISK DYING.

YOU CANNOT END UP BEING BAITED THE SAME WAY...

USO-GUI...

BECAUSE IT FELT EASIER TO DO...

ENDED UP BEING BAITED BY IT.

THAT IS WHY LEADER

"DROP"

AT 24
SECONDS.

"C" TURNED AROUND

AT 60 SECONDS.

THE "CHECK"

WAS SUCCESS-FUL.

00:36

THE NEAR-DEATH DRUG WAS ACCUMULATED FOR 36 SECONDS.

KIRUMA SOUICHI CHOSE THE SAFE STRATEGY.

THE SQUANDERED TIME ENDED UP BEING 36 SECONDS.

36 SECONDS

START

USOGUI BAITED A SELF DESTRUCTION IN THE EARLY PHASE, AND THEN DROPPED THE HANDKERCHIEF

THE ACCUMU-LATION THIS TIME IS THE HIGHEST UNTIL NOW!!

MORE-OVER...

USOGUI SUCCESSFULLY READ KIRUMA AND MADE AN IMPACTFUL MOVE!!

SQUANDERED TIME

PENALT

MADARAME BAKU

THOSE 36 SECONDS

ULATION

NEAR-D

KIRUMA SOUICHI

IN ONE SHOT!!

UMULATION

MADE HIS ACCUMULATION GO HIGHER THAN USOGUI S...

KIRUMA SOUICHI

THAT MAN IS REALLY...

USOGUI DOESN T LET THE FLOW THAT HE'S GRASPED ESCAPE HIM.

STRONG!!

THE ME AT-THAT TIME ISN'T HERE ANYMORE...

THE ME RIGHT NOW IS A DIFFERENT PERSON.

IN THE PAST...

THERE ARE INDEED MEMORIES OF US SPENDING TIME TOGETHER...

IT WILL SOON BE 08:30:00 AM.

THE 4TH ROUND, 1ST HALF WILL START THEN.

BE THINKING, LOOKING AT THIS BATTLE...?

HOW WOULD THE PERSON I WAS AT THAT TIME

A...
AMAZING,
BAKU-SAN.

TURNING
THE TABLES
AROUND
BY USING A
STRATEGY THAT
REQUIRED YOU
TO DIE FOR IT.

EVEN THOUGH
YOU DIED FIRST..
YOU MADE SUCH
A COMEBACK
FROM THAT
DISADVANTAGE
OUS
POSITION. .

SQU ED TIM

YOU STILL
HAVE 2 SAFE
STRATEGIES
LEFT!!

IT'S LIKE THE
ACCUMULATION
FROM BEFORE
WAS NEVER
THERE!!

A TION

5 4 3 2 1

KIRUMA
SOUICHI

YOU CAN NOW EASILY WAIT
AND "CHECK" AT 1 MINUTE...
THE OPPONENT NOW SHOULD
BE WARY OF YOU AND
BE ON THE DEFENSIVE
EVEN IF YOU DO NOTHING!

HE CANNOT DROP!!

4TH
ROUND,
1ST
HALF

"D"
KIRUMA
SOUICHI

"C"
MADARAME
BAKU

AND...

.....

THE STRONG ONES SAY ONE THING BUT DO ANOTHER...

SAYING THEY CANNOT DROP

AND DROP.

!!

AND STILL TURN AROUND!

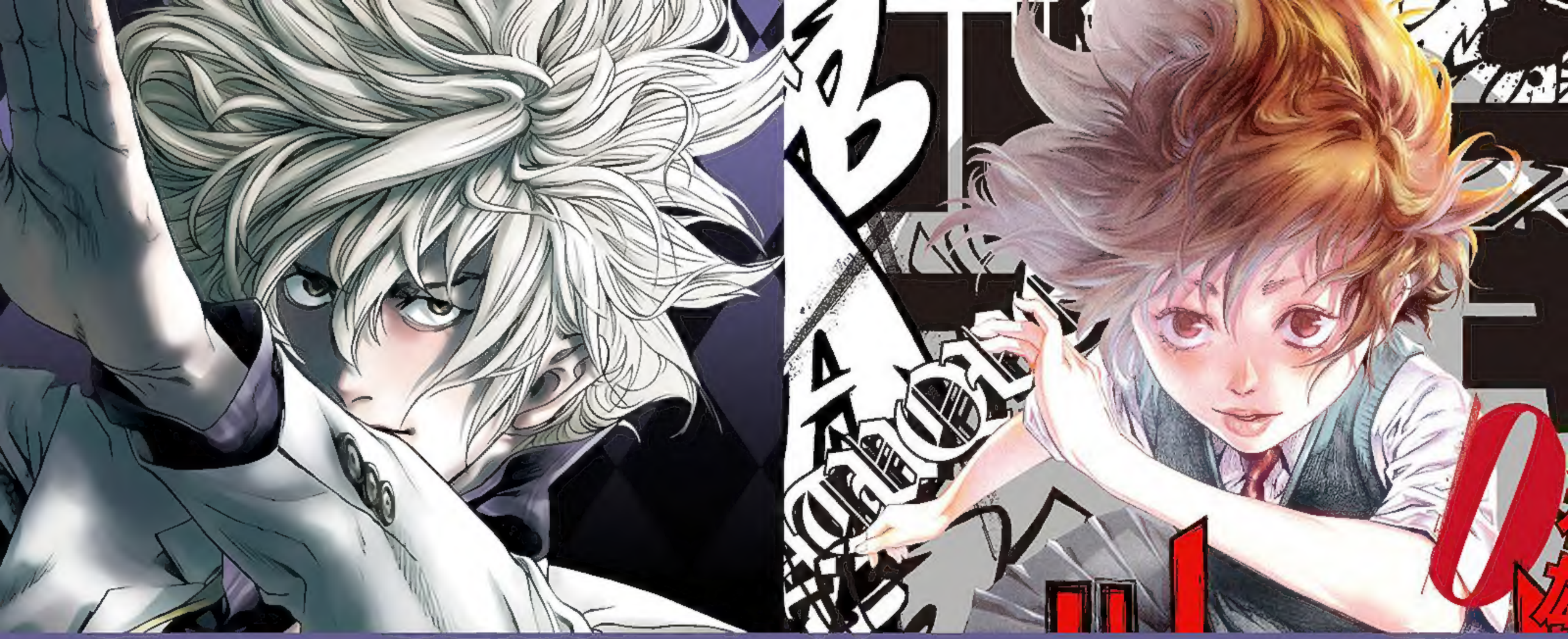
SAYING THEY CANNOT TURN AROUND,

HE...

HE'S TOO STRONG !!

THE "CHECK" IS

SUCCESS-FUL!



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These are purely for donations!

We created these for people to help support the scans, and there will be no benefits or change in the scanlation schedule or quality.
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USOGUI
SIDE STORY

TP STORY

YOU NEED TO PUNCH MORE!!

PUNCH MORE!!

ATTACK! ATTACK!

THERE!! THERE!!

ROUND 1

KU...

IT'S LIKE YOU CAN EASILY TAKE A PISS AT HOME BUT YOU CAN'T DO THE SAME WHEN YOU'RE IN A PUBLIC TOILET!

IT'S LIKE YOU CAN'T YAWN EVEN THOUGH YOU REALLY WANT TO!

I CAN'T PUNCH!!

I CAN'T...

EVEN IF YOU TELL ME TO PUNCH...

I CAN'T DO IT LIKE HOW I DID WHEN I WAS PRACTICING!!

I JUST CAN'T DO IT!!

WHERE DID THE ME FROM THAT TIME GO!?

PUNCH MORE!!

COME ON!

I SHOUT JUST LIKE THEM WHEN I'M WATCHING OTHERS FIGHTING...

ROUND 2

KU...

SHIT !!

AH!

DOWN~!!

ONE~

TWO~

THREE~

REFEREE

SQUIRT

I
DID IT...